STAR TREK™ ADVENTURES



THE KLINGON EMPIRE

CORE RULEBOOK

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FOREWORD

CHAPTER 00.10

GREAT DEEDS, GREAT SONGS

DR. LAWRENCE M. SCHOEN

From their first appearance in The Original Series episode "Errand of Mercy," Klingons have captured the imagination of fans and proved to be the most enduring and captivating of *Star Trek* species. Now, for the first time in more than thirty years, *Star Trek* RPG gamers are seeing a dedicated game product on Klingons, one which reflects so much of what we've come to know about their history, culture, and language. While the Klingons were originally painted with very broad strokes, we've since had the opportunity to understand them with more subtlety and nuance, aspects which you can now explore and experience.

It's a gross disservice – to both the Klingons and the Federation – to simply stereotype the Klingons as bloodthirsty warriors seeking only to conquer lesser species and seize their worlds. Which is not to say this isn't an accurate *aspect* of their nature – as the Imperial aphorism **mataHmeH maSachnIS** ("to survive we must expand") illustrates – but this is only one facet of who they are.

Although portions of culture from Andorians, Romulans, and even Vulcans have been described as "passionate," a thorough understanding of Klingons requires a fresh look at the term. Among Klingons, passion isn't limited to a handful of things but rather defines the Klingon heart. Passion manifests in every aspect of Klingon society and custom. It's understandable that we've failed to appreciate this before; the vast majority of Federation encounters with Klingons have been conflict situations. Given that limitation, it's understandable to mistake a passion for battle with raw aggression, but while all Klingons are warriors from the day they can hold a blade, that's just a small piece of the larger picture.

Klingons do *everything* passionately.

Seen through a metaphor of passion and not simply aggression, Klingon life and culture unfolds in complex and fascinating ways. For example, it's not enough to acknowledge that Klingons appreciate music, but rather that they consider opera – the most passionate of music stylings – to be its highest form. Klingon courtship involves love poetry (recited while under fire). And as has been rumored across the known Galaxy, the epic plays of Shakespeare – gripping dramas and side-splitting comedies – were actually the work of a Klingon.

If you still need convincing, sociologists now know that the most basic of Klingon rituals, **nentay**, the Rite of Ascension, has at its core two affirmations from the candidate:

'Iw blQtlqDaq jIjaH
"I travel the river of blood."

tlqIlj Da'angnIS
"I must show you my heart."

Keep this need for passion in mind as you peruse the rest of this book. If you allow it to redefine the way you think of Klingons – not just as snarling, heavily-armed warriors with attitude but also as poets, martial artists, philosophers, scientists, and a species that overthrew their own alien conquerors, claimed their technology, and launched themselves into space by their own bootstraps – your experiences going forward will be rich and rewarding.

Much has been said elsewhere about the Klingon concept of honor, and I will only add that the insightful player will distinguish between different kinds of honor: the honor of the Empire, honor due to one's family and House, and a warrior's personal honor. How Klingons act in pursuit or defense of honor defines their lives, especially when the different types of honor come into conflict with one another.

In conclusion, as you explore this book, keep in mind that Klingons do not need to be told to "go boldly." This is their default mode, and doing so is always in service to honor. Now, go forth; adventure awaits you. You must travel the river of blood and show your heart. And if you are ever in doubt, remember this core maxim to guide your understanding of the Klingon spirit:

ta'mey Dun, bommey Dun
"Great deeds, great songs."

CHAPTER 01.00
INTRODUCTION



01.10 ENTER THE KLINGON EMPIRE 004

INTRODUCTION

CHAPTER 01.10

ENTER THE KLINGON EMPIRE

"WE ARE KLINGONS... WE DON'T EMBRACE OTHER CULTURES, WE CONQUER THEM."

– GENERAL MARTOK

IT IS NOW THE 24TH CENTURY

From time immemorial, Klingons glared up at the stars and wondered what was out there, beyond our world, in the vast depths of space. Kahless the Unforgettable united our disjointed Houses and forged a mighty empire, the Klingon Empire. We built warships and created a defense force united in a mission of conquest and exploration. We ventured into the Galaxy to learn, to conquer, and to soak ourselves in glory. Out in the stars, we encountered new life: new enemies, new species to rule over, and even a few new allies.

Our noble warriors ventured further into space, discovering strange new worlds and encountering new civilizations. Vast empires turned against us, powerful forces invaded our home, but our warrior spirit and code of honor drove us to improve ourselves and bring meaning to our lives. Our Empire now spans more than a hundred planets, along with dozens of annexed or subjugated worlds. With barely a quarter of the hundred billion stars and planetary systems in our Galaxy fully charted, there is much yet to be discovered.

WHY A SECOND CORE RULEBOOK?

If you're already familiar with ***Star Trek Adventures*** and the original, Starfleet-focused core rulebook, you might wonder what value this core rulebook brings to you and your game group. This core rulebook was designed to provide another point of entry into the game and to offer an alternative style of play, one focusing on the Klingons, arguably the most popular non-Human species in all of *Star Trek*.

The design team also took the opportunity to review the existing ruleset and to clarify certain areas that have proven challenging for gamemasters and players since the game's launch in 2017, to provide more detailed example text, and to revise specific sections of the rules, notably the sections on Reputation and character advancement. You'll find that very little of the *Star Trek*-oriented 2d20 ruleset has changed from the standard core rulebook, and we hope you'll appreciate the minor revisions and greater clarity we were able to bring into this edition of the core rules.

ADVENTURES BEYOND THE FINAL FRONTIER

Welcome to ***Star Trek Adventures***, where you, the players, take on roles of fearless Klingon warriors, venturing into the Galaxy to investigate, claim, conquer, or encounter the wide diversity of beings and locations the *Star Trek* universe has to offer. Your characters may be captains, commanders, lieutenants, rank and file warriors, or even junior officers eager for their first taste of battle and glory. Whatever their role or rank, your characters are assigned to warships, space stations, border outposts, and colonies across the Galaxy.

It is a dangerous time in the Empire's history – Earth year 2371. Starfleet's *U.S.S. Voyager* NCC-74656 is reported as missing after beginning a secret mission in the Badlands, the traitors Lursa and B'Etor will engage and destroy the Federation flagship *U.S.S. Enterprise* NCC-1701-D at Veridian III, and the combined Tal Shiar-Obsidian Order fleet will be wiped out during a battle in the Gamma Quadrant, leaving the Klingon Empire and the United Federation of Planets as the only superpowers in the Alpha Quadrant capable of resisting the encroaching might of the Dominion.

You may be assigned to a warship caught up in the heat of these events, or sent on a different mission altogether – perhaps venturing into unexplored regions of space such as the Shackleton Expanse to be the first to claim resource-rich worlds for the Empire or to make amazing discoveries that will bring honor to your House and glory to the Empire.

ENGAGE ROLEPLAYING

There is a good chance that you already have experience with roleplaying games, and are familiar with the concepts used in this game. In basic terms, roleplaying games are a form of shared storytelling. They are about stretching the imagination to experience exciting adventures out in the vastness of space, on hostile planets, and in exotic locations. With the power of the players' imagination, they can experience encounters and situations far beyond that of a traditional board game or video game.



There is no formal start or end to the game – the players and the gamemaster get together and the sessions can range in length from a couple of hours to a whole weekend. There is no winning or losing; just a great way to get together, engage in conversation, create a story, and have a good time.

All games, however, have rules. This book provides the rules to help everyone agree on what happens, to avoid disputes over the action, and to help everyone to work together to make sure that the experience is as fair as it is exciting.

Playing a Role in the Klingon Defense Force

Star Trek Adventures allows you to join the Klingon fleet, take a position on board a warship, space station, or colony, and discover new and exciting worlds. It is a future of glorious battle, exploration, and technological advancement, where challenges are resolved as much by the flash of blades and the roar of disruptor fire as they are by discussion and diplomacy.

Missions can be **militant** in nature: showing the flag, annexing a recalcitrant planet, engaging in thrilling battles, or invading an enemy's space. They can be **exploratory**: unearthing ancient civilizations and finding lost artifacts and wondrous technology. They can even be of a **scientific** nature: working on a new research project for the betterment of the Empire or investigating a strange temporal anomaly.

Yesterday's Enterprise

The default setting of ***Star Trek Adventures*** is the year 2371 (Stardates 48000-48999) but that does not mean that other eras of play are unavailable for the game. Gamemasters can choose to set their game at the dawn of the Empire's exploration into the stars; during the "Five Year Mission" period when illustrious captains such as Kang, Koloth, and Kor commanded mighty imperial warships; during the decades where the Empire and Federation forged peace and navigated the challenges of their new alliance; or even in the time period following the events of *Star Trek: Nemesis* in 2379. Through wormholes or other temporal anomalies, crews from one time period can travel to another, even into Qo'noS's past.

Gamemasters wishing to run missions during various *Star Trek* time periods will have no trouble using the rules presented in this core rulebook. If an item of equipment or technological advance is unavailable in a certain era (such as transporters, replicators, etc.) there will be a note within the text or in a sidebar like this one. Additional advice for gamemasters wishing to run games during the Original Series era or earlier, or after Shinzon's attempted coup, can be found in *Chapter 8: Gamemastering* and in other ***Star Trek Adventures*** supplements such as the ***Alpha Quadrant Sourcebook*** and the ***Beta Quadrant Sourcebook***.

What makes ***Star Trek Adventures*** different from other games is two-fold: the variety of stories, and the depth of character. *Star Trek* is not just about exploring strange new worlds and claiming them for the Empire. One mission could be a life or death struggle, stranded on a planet with hostile forces approaching while the crew tries to repair a damaged shuttle. The next could have a medical focus, with a fellow warrior fighting for their life against a crippling disease and the medical team desperate to discover a cure before the rest of the crew is infected and consigned to an ignoble death without honor.

However, it is the characters that make *Star Trek* stories special. Behind the main story, through the heat of the action, the characters and their relationships are the most important element. Frequently, the characters' personal stories come to the fore and become the focus of the adventure, and ***Star Trek Adventures*** encourages and enables this during play. Player characters have their own motivations and directives, relationships and challenges that make them more than simple numbers on a character sheet. With the help of the players, the characters become three-dimensional – and when the characters are rich and detailed, the sense of tension, drama, and excitement throughout the game will make the experience unique and thrilling.

What You Will Need

To take your place in the Klingon Empire and start your adventures across the Galaxy, you should assemble the following before you begin play.

Players

Every game needs players. One of these players will be the gamemaster, but you will need a handful of players to take on the roles of the **player characters**. The players work together, just like the crew of a warship, to face the challenges the gamemaster places before them, explain how their characters act and respond to the encounters, and ensure everyone is having fun.

Each player will adopt the role of a crew member in the Klingon Defense Force, but there will be times when their character is not the focus of the mission. During these moments, players may switch to control a **supporting character** to play a more active part in the story at that time. That means the engineering officer's player doesn't have to sit doing nothing when the tactical landing party beams to the planet for a lengthy encounter.

The Gamemaster

In ***Star Trek Adventures***, one player takes on the role of **gamemaster** – they are the host of the game, the one who sets the scenes, describes the environments, knows the direction the story is designed to take, and poses the dramatic scenes and puzzles the players will encounter. The gamemaster also portrays the characters not controlled by the players – non-player characters, or NPCs for short – whether those are adversaries, commanding officers, or recurring characters.

The gamemaster also acts as referee and adjudicator for the rules of the game. They not only run the game, but also ensure that the game is fun, fair, and exciting. If at any time the rules are contested, or the players are unsure of the outcome of a task, the gamemaster has final say on how the rules of the game are applied. The gamemaster determines the plot of the mission, manages how the story unfolds, and sets the scene for the adventures ahead. They describe the setting, decide what happens and who is talking, and interpret the outcomes of the players' actions and rolls. The gamemaster has to be fair and listen to the players to make sure everyone is enjoying the game. Being the gamemaster can be challenging, but rewarding. Additional advice for gamemastering can be found in *Chapter 8: Gamemastering*.

Characters

Every player needs a character. *Chapter 4: Reporting for Battle* presents all of the information players need to create new characters. They can be humble laborers seeking their shot at glory, warriors in training at an elite military academy, technical officers adept at engineering or in a scientific field, or command officers already responsible for departments aboard a warship (or in command of the warship itself). They can be crew members from the Empire's dramatic history, or new creations defined by the players. They can be young or old, untested novices or hardened veterans, and look like anyone the players can imagine.

Players will also have at hand a selection of secondary characters that they can control when their primary character is not currently in the thick of the action. These secondary characters can be drawn from the NPCs offered in *Chapter 10: Allies and Adversaries*, or created as the mission dictates.

Dice

Star Trek Adventures uses two common types of dice found in most hobby and game stores. These are twenty-sided dice (abbreviated as **d20**), and six-sided dice (abbreviated as **d6**). Ideally, the group will have at least two d20s per player, and two or more for the

Quark's Gaming Emporium

If you do not have access to a replicator to replicate the necessary dice needed to play the game, that *mak'dar*, Quark, has, for a nominal fee, made it possible to acquire official ***Star Trek Adventures*** Challenge Dice and customized d20s (as well as a wide range of accessories, sourcebooks, and supplements). You can order direct online with a credit card or gold-pressed latinum, or ask at your local gaming store or convention.

gamemaster. These d20s are used for many different tasks, such as performing skill tests and determining results from tables. The dice are used to help determine the magnitude of certain game effects, such as how effective your solution to the engineering problem was, or how convincing your character was during sensitive negotiations with a potentially hostile civilization's military leader. More d20s are helpful, as players and the gamemaster may need to roll up to five d20s at a time, depending upon the circumstances.

Additionally, you will want at least a dozen d6s for the group. When these dice are used in ***Star Trek Adventures*** they are called **Challenge Dice** (illustrated as elsewhere in this book). Players will generally need three to six each to determine the effectiveness of their action attempts, whether this is inflicting Stress on a target, piloting a warship, or making a scientific breakthrough. The gamemaster may need many more than players.

If dice are scarce, they can be shared among players and the gamemaster. Additionally, Modiphius produces customized ***Star Trek Adventures*** dice, though these are not essential.

Paper and Pencils

Having a supply of paper and pencils will be handy for making maps, keeping notes, and tracking various game effects. The players may need to make note of temporary impairments affecting their characters, the names of characters (both player and non-player), important events, and clues to help them through the mission. The gamemaster may need to record the health and status of other beings, and to keep notes of key details from the session. Sometimes the gamemaster can pass notes to players, rather than announcing them out loud. It is possible to keep track of all of this with tablets, smartphones, computers, and PADDs, but electronic devices at the game table can be distracting and should only be used with the group's consent.

Tokens, Beads, or Chips

The players will also need two different types of counters: six of one type to track Momentum points; and at most three per player character for Determination points. The gamemaster will also need a dozen or more counters for the Threat pool. Each of these resources is described in more detail below and in *Chapter 3: Core Rules*. The more players, the more of these counters of each type will be needed. These can be similar, but different colors are advised to avoid confusion.

While these different resource pools can be tracked on paper, or by using dice as counters, keeping track of these resources with physical items such as poker chips, coins, glass beads, game counters, the bones of your enemies, or other chits or tokens has a number of advantages. First, it is easier to track the resources by simply adding or removing tokens from each resource pool; second, it makes it much easier for everyone to know how many of each of these resources remain for every player and the gamemaster. Finally, there is an exciting psychological element as the players watch the gamemaster's Threat pool increase, heightening the tension and adding a growing sense of unease, as Threat is the resource used by the gamemaster to make adventures more challenging for the player characters.

Maps and Miniatures

Star Trek Adventures employs an abstracted combat system for both personal-level combat and ship-to-ship engagements, using either "theater-of-the-mind" style conversations to resolve combat actions, or simple maps depicting zones rather than detailed range increments or sheets with printed grids or hexes. As a result, you do not need to use detailed combat maps or miniatures in order to play.

However, Modiphius does produce Klingon-themed map tiles and several sets of high-quality character miniatures should you choose to make use of detailed imagery and props to more effectively depict and track your glorious battles.

Basic Training

With this book, dice, characters, and some players, you are ready to begin, but how do you actually start your mission?

The gamemaster describes the setting and what is going on, and the players describe their actions, reacting to the events around them. If a player decides to do something that they may or may not succeed at – firing a disruptor at moving target, struggling to climb up a dangerous cliff, or realigning plasma conduits – they will need to roll some dice.

At its most basic, when a player attempts a task, they will look at their character sheet and determine an attribute and a discipline that best suits the situation. Attributes and disciplines have ratings that define how capable the character is at various actions. The player rolls a couple of d20s (sometimes more depending upon the situation) and checks to see if any dice roll less than the rating of their chosen attribute and discipline combined. If a die rolls lower, it counts as a success! The more difficult the action, the more successes are needed to accomplish the task, whether it is leaping into a hovering shuttlecraft, firing a disruptor at approaching Borg drones, or making a convincing case in a diplomatic debate.

Roll too high on the dice and you have failed to accomplish the task. It may put the character in danger, or worse, but it makes the story more exciting. It is often when characters fail or make mistakes that the story really takes a dramatic turn, adding to the sense of threat and tension and making the adventure more compelling.

In addition to the general example of play below, this book provides several additional detailed examples of play, each focusing on a different rules element to better illustrate how ***Star Trek Adventures*** handles specific actions so that you can easily grasp the nuances of how to play the game. Examples of play and where to find them in this book include:

- **Social conflict example:** *Chapter 6.10: Social Conflict*, page 164.
- **Hand-to-hand combat example:** *Chapter 6.20: Personal Combat*, page 176.
- **Ranged combat example:** *Chapter 6.20: Personal Combat*, page 171.
- **Ship-to-ship combat example:** *Chapter 7.30: Starship Combat*, page 204.

Additional example text for various game elements (such as character generation, values, focuses, etc.) are sprinkled throughout this book and are usually set off in sidebars like this one or with colored italicized text.

ABOARD THE ALIEN COLONY SHIP...

"I want to analyze the inactive alien power conduits to figure out what sort of energy they might carry and what systems they feed power to," states Jess, playing Lieutenant Diesa, the I.K.S. M'Char's *engineering officer.*

"Sure, sounds good. The life support in the alien ship is clearly failing, as you notice it's getting harder to breathe. In addition, the writing on the conduits is incomprehensible," Jim, the gamemaster, says, as he works out the Difficulty for the task. Normally the task would be Difficulty 1, but because of the conditions facing Diesa, Jim decides to increase the Difficulty to 2. He defines the task as a ***Reason + Engineering*** *task, and says as much to Jess.*

Jess reviews her character sheet and takes Diesa's Reason of 10 and Engineering of 4 to make a ***target number*** *of 14 – she's an experienced engineer and knows her way around power conduits. In addition, she has a focus called Alien Technology, which certainly applies in this case. That focus will enable her to score 2 successes if either of her dice roll below 4.*

Jess rolls 2d20 and scores a 2 and a 14. The 2 result gives her 2 successes, thanks to her focus. The 14 is just enough for a 3rd success, so her roll nets her the 2 successes she needed to beat the Difficulty, and earned her 1 point of Momentum that she chooses to bank in order to help her fellow players, who collectively have had a rough night with poor dice rolling.

Jim says, "Diesa spends a minute or two studying the conduits, and makes some adjustments to her tricorder. As her lungs struggle to adapt to the thinning air in the dim corridor, she figures out that this particular set of power conduits appear to be secondary trunks from a reactor, and would likely support ship systems such as computer consoles, data feeds, and backup support systems."

Jim glances at the other players around the table. "What do the rest of you want to do?"

Matt, playing weapons officer Lieutenant Kaxar, says, "I want to force open that hatch leading to what we thought was the control center."

"Sure," Jim says. "How do you want to do that? You can try your hand at the damaged control panel set into to the hatch itself, try blasting the hatch, or maybe try getting your hands in there and forcing it open?"

Matt ponders his options. "Shooting it would probably be a mistake, and I don't think a reinforced hatch is going to budge, even with my Klingon strength. Best I try my luck at hacking the panel. You said it was damaged?"

Jim nods. "The edges of the panel look blackened, and there's a faint ozone smell in the thinning air. Might have been a power surge that fried it."

Matt sighs. "Just our luck. Anyway, I'll give it a try."

"All right." Jim considers it, then says, "Let's make it a ***Daring + Security*** *task with a Difficulty of 2. Since you're messing with a panel that is clearly damaged, you're taking a chance with something you might generally leave alone."*

Matt picks up his dice. "That's okay by me. My Daring is better than my Reason, anyway." He checks his character sheet and adds up his Daring of 11 plus his Security of 4 to get a target number of 15. He has no applicable focus, and decides to spend that point of Momentum Jess had generated to buy an extra d20. He rolls 3d20 and his results are 6, 17, and 20, which translates to just 1 success – not enough to beat the Difficulty 2 task. To make matters worse, he rolled a 20, which results in a complication to the scene.

Matt groans as Jim evaluates the results. Jim says, "Kaxar fumbles with the panel, mashing buttons with what he hopes is the open sequence. There's a bright flash of light from behind the panel, which makes Kaxar jump back. In the next heartbeat, all the lights in the corridor wink out. An ominous hissing sound of escaping air rises in volume in the darkness."

*Jess drops her head into her hands. "***yIntagh!** *What have I told you about touching alien tech?"*

Jim says, "There is a noticeable downward shift in temperature, and now you're really feeling the thinness of the air. What do you do now?"

CORE RULEBOOK STRUCTURE

This core rulebook provides all the information you'll need to play a game of ***Star Trek Adventures*** from a Klingon point of view. While the default setting for the game is approximately 2371, this book includes content from 2151 through 2379 in order to provide a comprehensive view of what we know about Klingons; their history, politics, and culture; their military might; their weapons, vessels, and technology; and so much more.

Chapter 2: The Klingon Empire is the largest chapter and provides critical details about Klingon history, culture, politics, and society; key information about the Klingon Defense Force and the many Klingon Houses; and closes with details on numerous Klingon worlds and locations.

Chapter 3: Core Rules presents the most common rules for playing ***Star Trek Adventures***. All the key concepts and terms of the game are explained, and copious examples define and illustrate the rules so that they can be easily understood and implemented at the game table.

Chapter 4: Reporting for Battle covers everything the gamemaster and players need to know about creating Klingon player characters and supporting characters, advancing and improving those characters over the course of a campaign, and how players may create and develop their own Klingon Houses.

Chapter 5: Weapons and Technology details the many and varied pieces of technology and powerful weapons a group of Klingon player characters might obtain and use over the course of a mission or series of adventures.

Chapter 6: Conflict provides all the rules material you need to navigate challenging personal-scale combat as well as social conflict. Extensive rules explanations and examples are provided to give the gamemaster and players the confidence they need to produce amazing *Star Trek* moments within their games.

Chapter 7: To Command the Stars introduces the principles of Klingon warship construction, use, and development, and presents a wealth of Klingon spaceframes from across the *Star Trek* timeline. The chapter provides guidance on how to modify a spaceframe into a warship the player characters can use to roam the Galaxy in pursuit of great glory and honor. The chapter also discusses Klingon starbases and colonies, types of planets found in the Galaxy, and provides many alien vessels that may be used as adversaries or as target practice in an adventure or mission.

Chapter 8: Gamemastering provides extensive advice for the gamemaster on how to effectively run ***Star Trek Adventures***, to help players create a memorable game experience, advice on creating and using NPCs, how to manage player character advancement and development, and general advice on creating encounters, missions, and campaigns.



ESSENTIAL KLINGON VIEWING

Perhaps you are not that familiar with the 50-plus years of lore built up around the Klingon Empire, or don't know the difference between a **petaQ** and a **mevak**. Consider watching the following episodes to better understand the preeminent warrior species of the Alpha and Beta Quadrants. As you watch these stories, pretend the Klingons are player characters, and then imagine what your player characters might accomplish.

THE ORIGINAL SERIES

Iconic warrior-captains Kang, Koloth, and Kor were introduced during the first *Star Trek* series, establishing the Klingons as the Federation's primary adversary through much of the 23rd century. Notable episodes include "Errand of Mercy," "Day of the Dove," and "The Trouble with Tribbles."

THE ANIMATED SERIES

The Animated Series explored more aspects of Klingons in two episodes, "More Tribbles, More Troubles" and "The Time Trap," giving both Koloth and Kor additional opportunities to face off against Kirk and his crew.

MOTION PICTURES

Star Trek III: The Search for Spock offered insight into a Klingon bird-of-prey's crew and ship interiors (something *Star Trek IV: The Voyage Home* showed as well), while *Star Trek VI: The Undiscovered Country* presented key Klingon lore and laid the groundwork for peace between the Empire and the Federation. *Star Trek: Generations* featured the destruction of the *Enterprise*-D at the hands of ruthless Klingon sisters Lursa and B'Etor.

STAR TREK: THE NEXT GENERATION

Through the character of Lieutenant Worf, son of Mogh, *The Next Generation* defined the Klingons in ways we hadn't seen before, and provided a wealth of culture-building for the warrior species. Every Klingon-focused episode involved Worf, who experienced significant character arcs that should serve as inspiration for any Klingon player. Key episodes include "The Emissary," "Sins of the Father," "Reunion," the "Redemption" two-parter, "New Ground," "Ethics," "Rightful Heir," and "Firstborn."

STAR TREK: DEEP SPACE NINE

Deep Space Nine tapped into the Klingon psyche early on with the episodes "Blood Oath" and "The House of Quark." "Blood Oath" brought back Original Series favorites Kang, Koloth, and Kor (now recovered from the Augment Virus), while "The House of Quark" added nuances to Klingon culture and financial practices. Once Worf joined the crew in the fourth season, the remaining Klingon-focused episodes in the series revolved around him; his relationship with Lt. Cmdr. Jadzia Dax; his relationships with Martok, Gowron, and other Klingon characters viewers have come to know through the years; and Klingon actions during both the brief Klingon-Federation War and the Dominion War. Highlighted episodes include "The Way of the Warrior," "The Sword of Kahless," "Sons of Mogh," "Soldiers of the Empire," and "Once More Unto the Breach."

STAR TREK: VOYAGER

Even though *Voyager* journeyed far from the Alpha and Beta Quadrants, she featured half-Human, half-Klingon engineer B'Elanna Torres. "Barge of the Dead" and "Prophecy" added details to Klingon lore, while "Flashback" paid homage to the Original Series and brought back Captain Kang once more.

STAR TREK: ENTERPRISE

Star Trek: Enterprise, set before the founding of the Federation, explored hitherto untapped areas of Klingon lore. Witness first contact between Klingons and Humans in the pilot episode "Broken Bow" and see Klingon crews in action in "Unexpected," "Sleeping Dogs," and "Marauders." In addition, Captain Jonathan Archer gets deeply involved with the Klingons in an arc comprising "Judgment," "Bounty," and "The Expanse." Furthermore, the story woven through "Affliction" and "Divergence" involves the creation of the Augment Virus, offering an explanation of how Klingon physiology dramatically changed during the 23rd and 24th centuries.

Chapter 9: For the Glory of the Empire provides gamemasters with deeper insights on how a Klingon-focused game fundamentally differs from a Starfleet-focused game while remaining a *Star Trek* game, and provides advice on how to build and develop a Klingon-focused campaign. The chapter also includes a dozen mission briefs designed as outlines gamemasters can modify and use as missions in Klingon campaigns.

Chapter 10: Allies and Adversaries presents many Klingon NPCs a gamemaster can use to support the player characters during missions, or to act as cruel enemies to battle with during combat encounters and dangerous scenarios. The chapter also offers NPCs from a variety of *Star Trek* species, including representative characters from the Federation, Romulan Star Empire, Cardassian Union, Ferengi Alliance, Dominion, and Borg Collective. The chapter closes with a selection of creatures both fair and foul, to be used as threats or perhaps pets for the player characters.

Chapter 11: Introductory Adventure provides a short, standalone adventure designed to give a group of Klingon player characters a worthy first adventure, as they seek the fabled oracle of Bar'Koth Reach and the renowned warrior Glorithar for the greater glory of themselves and their Houses.

This core rulebook closes with an appendix focused on the basics of the Klingon language – enough to get you speaking Klingon during game sessions and bring an additional level of **teHlaw'** (verisimilitude) to the game.

And now, gather your fellow warriors, pick up your dice and *bat'leths*, fire up your warship's fusion generators, and boldly go where no Klingon warrior has gone before! *Qapla'!*

CHAPTER 02.00
THE KLINGON EMPIRE



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CHAPTER 02.10

THE KLINGON EMPIRE

GALACTIC OVERVIEW

"THE ONLY THING THAT STANDS BETWEEN THE KLINGON EMPIRE AND DOMINATION OF THE UNIVERSE IS THE REST OF THE UNIVERSE."

– GENERAL MAV

BRIEFING FROM KLINGON HIGH COMMAND

From the first time Klingons encountered people from beyond Qo'noS – the Hur'q invasion – they have faced enemies from other worlds. Many have become *jeghpu'wI'*, conquered peoples, brought in to serve the Empire. A few have become allies, joining Klingons in their battles. Most have become enemies, for a Klingon warrior treasures a foe to fight above all else.

THE KNOWN GALAXY

The Galaxy has been divided by Federation scientists into four quadrants, which they have dubbed "Alpha," "Beta," "Gamma," and "Delta," after the first four letters of an obscure Earther language. The Empire has territory in both the Alpha and Beta Quadrants, and most of the Empire's dealings have been in those two quadrants. The Gamma Quadrant became accessible in the late 24th century with the discovery of the Bajoran wormhole, which led to one of the Empire's greatest foes, the Dominion. The Delta Quadrant is the source of one of the Galaxy's great scourges, the Borg.

THE ALPHA QUADRANT

The Empire's conquest of the Alpha Quadrant began with their first encounter with the Tholian Assembly, when a Klingon vessel became entangled in one of the Tholian ship's webs. The Empire's greatest allies and greatest enemies (save for the Dominion) have been found in this quadrant.

UNITED FEDERATION OF PLANETS

The Empire's forays into the Alpha Quadrant in the 22nd century saw them encountering the Vulcans, Andorians, Tellarites, and Earthers. A quarrelsome collection of beings, the Empire thought very little of them even after they united into a coalition of planets. By the mid-23rd century, they had become a massive collection of species, one the Empire was forced to respect against their better judgment. The Federation expanded by compromise and cooperation rather than by conquest, a method most Klingons find distasteful and dishonorable.

But Starfleet has proven a worthy foe, facing off against the Empire in many conflicts, from Donatu V to Caleb IV to the Azure Nebula. The last true war between the Empire and the Federation was cut off aborning by the Organians, powerful creatures who imposed peace upon both peoples, forcing the two polities to agree to the Organian Peace Treaty, a tiresome document that enforced peaceful solutions over proper warlike ones.

Before long, though, the border conflicts resumed, and the Federation and Empire were again in conflict – until the destruction of Praxis put the Empire in a poor position for battle for the first time since the Hur'q invasion.

FOR THE EMPIRE!

FROM CAPTAIN AKUL'S SPEECH TO THE CREW OF THE *I.K.S. MUPWI'*, 2371

…and remember, always, that we are Klingons first, and friends to the Federation second. Chancellor Gowron has given us the great honor of being the first Klingon warship to be formally assigned to Narendra Station and tasked with exploring the Shackleton Expanse. We are the tip of the *gin'tak*, the keen edge of the blade, the veritable disruptor barrel aimed at the murky heart of the Shackleton Expanse. While we will make a show of supporting the Federation in their exploration efforts, make no mistake: we explore for the greater good of the Empire and for the glory of ourselves, our warship, and our Houses.

It is said the Expanse contains countless resource-rich worlds. I intend us to investigate and claim as many as possible, not for peaceful exploration, not for first contact and diplomacy, but to conquer, to annex, to reap; all in the name of the Empire! Regardless of what our Federation allies might think or say – do we serve under them? No!

Now, report to your stations, stoke up the reactors, and set course for Narendra Station. It is toward glory we navigate this day! ▲

SPEECH TRANSCRIPT



Despite decades of conflict, and despite the efforts of people on both sides of the conflict who attempted to sabotage the subsequent alliance, the Federation became the Empire's greatest ally after Praxis. Their scientists worked to save Qo'noS from becoming uninhabitable, and they stood by the Empire's side against the Dominion. While tensions remained at times – the alliance deteriorated during the waning days of the Betreka Nebula Incident, and was temporarily broken thanks to the machinations of the Dominion – in the grand scheme of things, the Empire and the Federation have become comrades in arms. This relative stability in relations led, in large part, to the joint Klingon-Federation exploratory efforts in the Shackleton Expanse.

Ironically, the Organians themselves predicted this course of events during their encounter in the 23rd century. Any Klingon of the era would have scoffed at the very notion, yet they were correct in their prediction, as the Klingon-Federation alliance has been a cornerstone of the Galaxy for nearly a century. And, the Empire's greatest prosperity has come during the time of that alliance.

CARDASSIAN UNION

The Cardassians were a peaceful, irrelevant people for many years, but over time they became a poor people as well. Their response was to become expansionist, pushing outward for more resources to feed their starving people.

Cardassia came at the Betreka Nebula over the disposition of Raknal V, a world desired by both nations due to the presence of wreckage from the great Ch'gran expedition. That incident lasted eighteen years, with the Empire eventually ceding Raknal V, as concerns with the growing aggression of the Romulans and the deteriorating alliance with the Federation were of greater moment.

Their last was when the Dominion manipulated Chancellor Gowron into invading Cardassia following a coup. A year later, after the Empire warred on Cardassia, the Union joined the Dominion, thus remaining a foe. This gave the Dominion a foothold on this side of the wormhole, strengthening their position in the subsequent Dominion War.

A group of Cardassian rebels turned on the Dominion, which was one of the critical moments of the war. While the Dominion was defeated, as a final act they turned on Cardassia Prime, devastating their homeworld, and then retreating through the wormhole to the Gamma Quadrant in defeat.

Cardassia's near destruction has made them once again an irrelevancy to the Empire.

MAQUIS AND THE CARDASSIAN DMZ

One of the Federation's inexplicable compromises resulted in a Demilitarized Zone being formed between Federation and Cardassian territory. This bizarre treaty resulted in Federation worlds being in Cardassian territory and vice versa. Preferring not to live under Cardassian rule, Federation citizens formed a guerilla terrorist group called "the Maquis" and attacked Cardassian targets, putting them at odds with both the Cardassians (for obvious reasons) and the Federation (for violating their precious treaty).

At the time, the Empire was at odds with both the Federation and the Union as well, so Chancellor Gowron did what he could to support the Maquis. As Kahless once said, "The enemy of my enemy can be my ally."

However, once Cardassia joined the Dominion, the latter's military, the Jem'Hadar, wiped out the Maquis. The Maquis fought nobly for a cause they thought was just – to keep their homes – but they died poorly.

BAJOR

Many years ago, Bajor was an impressive planet, albeit one mostly beneath the Empire's notice. But they were soon conquered by the Cardassians, and endured an occupation that lasted some fifty years.

Eventually, the Cardassians freed Bajor from their rule, a bizarre decision, and shortly thereafter, they discovered a stable wormhole to the Gamma Quadrant in the Denorios Belt. Bajor went from a minor backwater to a conquered world to the centerpiece of the quadrant – especially once contact was made with the Dominion, a Gamma Quadrant empire that decided to declare war on the powers of this side of the wormhole.

Bajor became the focal point of the biggest war the Galaxy has ever seen. Sometimes the smallest creature can have the fiercest roar.

BREEN CONFEDERACY

Very little is known about the Breen themselves. They only present themselves to non-Breen in full-body suits that hide their identities, and their bodies disintegrate when they die while wearing those suits. While this is an admirable trait – it means Breen cannot be taken prisoner, an attitude in line with the teachings of Kahless – it has made it impossible to determine the true face of the Breen.

They are a tenacious people, though their encounters with the Empire have been few and far between. They did ally with the Dominion during the war against them, and their energy-dampening weapon temporarily turned the tide of the war against the Empire and our allies. However, it was a Klingon engineer – B'Entra, daughter of Marna of the *I.K.S. Ki'tang* – who figured out how to counter the Breen weapon, which eliminated this Dominion advantage. The Breen have since gone back to being quiet and isolationist.

FERENGI ALLIANCE

The first encounters with the Ferengi made by Klingons were very confusing. They evinced no interest in combat or conquest – they only wanted to sell things to the Empire. At first, they were dismissed as beneath our notice, mere capitalists, but it soon became clear that they were a valuable resource. Ferengi proved able to obtain useful goods and services, ones not available from anyone else.

While they are distasteful little **toDSaH**, the Ferengi do have some value in their willingness to wallow in capitalistic filth. They are, occasionally, a useful tool for a warrior to use.

MIRADORN

A minor species that has spread across several key systems between Cardassian and Klingon space. By the time the Empire encountered them, they had already controlled the entirety of the Beloti Cluster, and while they have shown no interest in expanding beyond that, they have held onto their territory with tenacity. Though the cluster is resource poor, it is in a strategic location proximate to the Cardassian Union, the Breen Confederacy, and the Federation, so while the Empire has considered the possibility of attempting to conquer them, it would be more trouble than it would be worth to hang onto them.

Miradorn are primarily born as twins, with telepathic links between the siblings. This makes them each stronger, as each has the intelligence and cunning of two people. If you kill one of them, the other will not rest until they have avenged that death, with a ferocity that rivals that of Klingons.

NYBERRITE ALLIANCE

A collection of different species from the Alpha and Beta Quadrants, the Nyberrite Alliance is a loose affiliation of merchant vessels that serve as couriers, supply ships, exploratory vessels, and transports for anyone willing to pay. While their mercenary tendencies can be dishonorable at times, their skills and fair prices make them useful particularly for supply runs to distant outposts or ships on long-term missions.

It has, it must be said, also become a home for Klingon warriors who are discommended, or who simply don't have the fortune to be high-born.

TALARIANS

There are many species from near Qo'noS that evolved in a manner similar to Klingons, with proud forehead ridges and superior strength and cunning. One such are the Talarians, a people with a warlike philosophy not dissimilar to that of Klingons, but without the guiding light of Kahless to bring them to a place of honor.

Still, they are doughty warriors and strong fighters, and have proven to be worthy foes. Their proximity to the Federation has made them allies of the Empire when the Federation was the enemy of all Klingons, and enemies of the Empire when the Federation were our allies. They were particularly helpful in providing support ships during the Battle of Megara in the 23rd century and in the Dominion-fueled war against Cardassia in the 24th century.

THOLIAN ASSEMBLY

One of the most tenacious foes the Empire has ever faced is the Tholian Assembly. A reclusive, recalcitrant people, they change their borders with alarming regularity and without informing any other galactic power of the shift in territory until there is a border crossing. It has long been the opinion of the High Council that they do this deliberately to provoke battle. It is a dishonorable tactic – true warriors do not manipulate events to seek out battle, they simply seek out battle and have done with it – and one that has brought many Klingon ships into conflict with the Tholians.

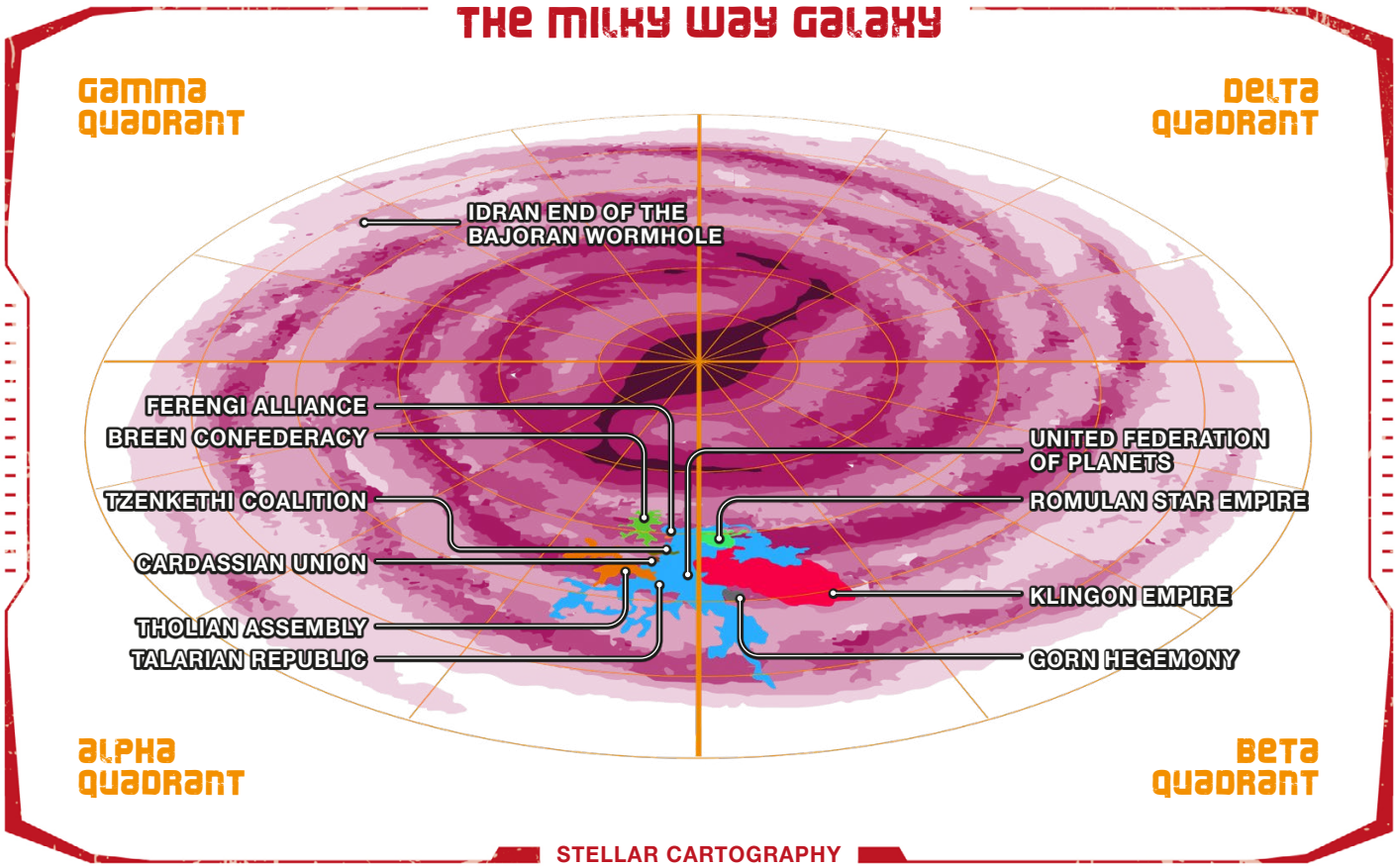
In particular, the Tholians have developed a unique energy weapon that surrounds a ship in a latticework of energy beams, enabling them to trap and move ships they've captured. Tholians have often captured people from other species, including Klingons whom they have not permitted to die, in order to study them.

Tholians have proven to be tenacious in battle, and thus far all attempts to conquer them have failed. However, they have also failed to make any significant inroads into the Empire's territory – their claims of same notwithstanding.

TZENKETHI COALITION

An isolationist people, the Empire has had very few dealings with the Tzenkethi. They have been blood enemies of the Federation since their first contact, and so the Empire was disposed toward treating them as potential allies – and later also the Empire's enemy.

The Tzenkethi are stratified by class, very much like Klingons, though their station in life is determined by such dishonorable criteria as family wealth rather than prowess in combat, but such is the way of things outside the Empire, sadly. But because of that class structure, which they have raised practically to the level of a religion, they find the Federation's democratic government to be an abomination. In truth, many Klingons feel the same, but the Federation has proven themselves to be worthy foes despite the hopeless idiocy of their system of government – the Tzenkethi, however, are unable to make such a leap.



STELLAR CARTOGRAPHY

Imperial Intelligence

CLASSIFICATION LEVEL ONE, NO EXTERNAL CIRCULATION

Secondary Agent has confirmed Primary's initial report. Except for Tal'Aura [profile attached], the Romulan Senate has been assassinated, and the praetorship seized by Shinzon, who rose to power within Reman forces during the Dominion War.

Preliminary updates are inconclusive: Shinzon, although identified as Reman, is described as Human. Intercepted Romulan communications requested a Federation envoy. Observation posts along the Neutral Zone report the *U.S.S. Enterprise*-E is heading for the Star Empire. Query: Does Shinzon seek an alliance with the Federation without Klingon involvement? While our Defense Force might advocate for immediate invasion during this chaos to remove the Star Empire from the board, there are too many unknowns for this to be advisable.

The Reman minority has been so dominated by the Romulans that their existence has largely been ignored. For this reason, the Remans have not been monitored by Imperial Intelligence – but we can avoid the price the Romulans paid for the same miscalculation. We must stalk like a *cob'lat*, not rush in like a mad *targ*. Recommendation: Allow Captain Picard to scent the wind while we prepare responses to a variety of possible outcomes.

Qapla'

Kri'cheq, Primary Romulan Analyst ▲

INTELLIGENCE REPORT

The Beta Quadrant

The home quadrant of Qo'noS and a portion of the Empire, this region of the Galaxy is also home to the Romulans, an empire with which Klingons have been entangled since the first battle against them centuries ago. However, the Klingon Empire remains the dominant nation in this portion of the Galaxy, and has been since Klingons ventured into the black sky and conquered Ty'Gokor.

ROMULAN STAR EMPIRE

Klingons and Romulans first met on the battlefield centuries ago in the resource-rich Narendra system, which continued to be coveted by both empires over the centuries. That first conflict began an entanglement between the Klingons and Romulans that has lasted into the present day.

A military dictatorship whose praetor leads a senate in much the way the Klingon Chancellor leads the High Council, Romulans value prowess in battle, though they are much like the Klingons were before Kahless united them in the ways of honor: their military fight battles purely in the service of the state. There is no glory, no joy in their pursuit of war.

Still, they have grown to be quite powerful. An offshoot of the Vulcans, where their forebears followed the stultifying ways of peace and pacifism, the Romulans instead maintained their warlike ways. They are dogged strategists, operating ships built by clever scientists.

Both Romulus and Qo'noS made the mistake of underestimating the Earthers, the Romulans by fighting a war against them that they did not truly win. Both empires were forced to work together in the face of the growing Federation in the 23rd century – but Romulan treachery made becoming true allies with them impossible. The Federation, whatever their flaws, have always been honest in their intentions. The Romulans' notion of honor is to do what's best for Romulans, and all else is not their concern. No true Klingon could stay allied with them for long.

Still, some Klingons have considered the martial Romulans to be more appropriate allies to the Empire than the peace-oriented Federation. Particularly after the destruction of Praxis, some Klingon Houses were forced to do business with the Romulans. There were never any formal treaties between the politicians of the two empires, but individuals made many deals that would come back to haunt the Empire, including a civil war started by the House of Duras, backed by a Romulan commander.

While there was an exchange of technology during the 23rd century opposition to the Federation, the only true alliance with the Romulan Star Empire was during the Dominion War, when the three greatest powers of this part of the Galaxy put aside their differences against the greater foe.

More recently, the Romulan senate was murdered *en masse* by a Reman usurper who was killed shortly thereafter. The Romulans' days as a great power in the Galaxy may now be numbered.

GORN HEGEMONY

A race of slow-moving lizard people, Klingons nonetheless respect the Gorn, who have a martial philosophy that is similar, if inferior, to that of the Klingons. Still, the Gorn Hegemony has proven themselves to be greatly skilled in the arts of warfare. Their tactical acumen is most impressive, and their battle strategies have become legendary. During the latter days of the Dominion War, General Kass'd, son of K'lark, used a Gorn strategy with the Eighth Fleet in the Battle of the Tong Beak Nebula. That same strategy had been used by the Gorn against the *I.K.S. Komms* when Kass'd was an ensign in the Battle of Blackburn's Run. While the *Komms* survived, the Gorn won the day.

While the tactics of many non-Klingon species are taught at the Warriors Academy, the Gorn are among the few that are taught, not by way of learning how to oppose them, but rather to incorporate them into existing Defense Force strategies.

THE HOLY ORDER OF THE KINSHAYA

A race of winged, fur-covered religious zealots, the Kinshaya have remained a thorn in the paw of the Empire since first contact with them in the early 23rd century. Though their holdings are meager, limited only to a handful of star systems, they cling to them with tenacity and fury that would be admirable in a species more honorable.

But the Kinshaya view honor as a foul artifice, and view Klingons as demons that must be eradicated from the Galaxy. Klingons view Kinshaya with similar disdain. Their wings are purely for show, and they use them to denote caste. Their military ranks are all religious titles, and they pursue their battles with the fanaticism of a religious cult. Their devotion to their cause is almost respectable, but for all their unwillingness to be fully conquered. Over the centuries, the Empire has managed only to contain the Kinshaya but never utterly defeat them. They are a *glob* fly that continues to buzz about the Empire's ears.

ORION SYNDICATE

It is a sad reality that not everyone is suited to be a warrior. Kahless recognized this and established the caste system that continues to inform how Klingons live their lives in the Empire. It is also a sad reality that not everyone is able to function within the confines of the rule of law, and will behave dishonorably in order to achieve the goals they have in life.

While there are other organizations dedicated to lawlessness and to dishonorable behavior, most are beneath the Empire's notice. The exception is the Orion Syndicate, a cabal of beings from all across the Alpha and Beta Quadrants. They enable base behavior, they encourage lawlessness, and they are a scourge on the Galaxy.

The central rule of the Syndicate is the Orion peoples, with their powerfully-built men and seductive women. However, the Syndicate has expanded over the centuries to include species from all across the Galaxy.

Sadly, there is a plurality of dishonorable beings – including, it must be said, Klingons – who have made use of the Syndicate for their own ends. Some of those Klingons have been powerful warriors who have used the Syndicate for their own purposes, and their influence has kept the Empire from taking proper action against them. In addition, their decentralized structure makes them difficult to do battle against.



OTHER THREATS TO THE EMPIRE

Most of the Empire's enemies can be found close to home – the best battle is one that can be traveled to easily, after all. However, two of the greatest threats to the Empire came from quite a great distance: the Borg and the Dominion.

THE DOMINION

The Bajoran wormhole seemed a gift, enabling all Alpha and Beta Quadrant powers a stable route to the Gamma Quadrant. While the Empire found many resources and worlds to explore and conquer, as did the Empire's allies and enemies, eventually they also found the Dominion.

The Dominion is ruled by the Founders, Changelings who used their shapeshifting abilities to infiltrate several nations with doppelgängers (including replacing General Martok, then Chancellor Gowron's chief of staff). Beneath them are the Vorta, who direct their battles – but do not participate, the cowards – and then their battles are fought by the Jem'Hadar.

A most vexing enemy, the Jem'Hadar would appear to be worthy foes. Certainly, their prowess in battle is second to none. But they are that way, not due to their own accomplishment, but solely due to the genetic engineering of their Dominion masters. Jem'Hadar are not born, but rather bred, created in laboratories and sent into battle. They are much like the Borg, in that they are creatures of duty above all else, but at the expense of honor and glory.

Having said that, there have been reports of Jem'Hadar who have transcended their programming. Unlike the Borg, the Jem'Hadar are still individuals, and there have been some small few who have fought with honor.

Following the Dominion's defeat at the hands of the Empire, standing alongside the Federation and Romulans, they have retreated through the wormhole and remained on their side of it, leaving the Empire to thrive in victory.

THE BORG COLLECTIVE

The Empire has had very few direct dealings with the Borg Collective, but they remain a great threat to the Empire and indeed to all sentient life.

There had been numerous single encounters with the Borg reported all over the Galaxy, reported by Earthers, Vulcans, Romulans, El-Aurians, and Tellarites, and even one Klingon expedition. Lieutenant Khurl, son of Muras, a warrior who lost his left leg and right eye in battle against the Kinshaya, chose to leave the Defense Force and explore the Galaxy in a small ship. His last report, from the distant Krivot system, was of a giant cube that attacked without provocation.

The first survivors of the Borg to report back their findings, as well as provide actual detailed sensor readings and visual



Foes with no imagination!

To fight a single Borg is to fight a thousand relentless enemies at once. Yet as a thousand voices will tend towards disagreement thus a Borg's movements are more predictable than those of a free-spirited warrior. A Borg lacks all imagination. Know yourself and fight as though Fek'lhr was awaiting your failure and your victory will be assured.

– Memoirs of Captain V'rel ▲

MEMOIR ENTRY

and verbal accounts, was a Starfleet vessel that was sent unexpectedly to the Delta Quadrant and encountered a single Borg cube.

Another Borg cube – possibly the same one – invaded the Alpha Quadrant and destroyed a fleet of Starfleet ships before it was destroyed.

The Borg are a collective with no individuality, no culture, no art, no spirit, no opera, nothing save the drive to consume and absorb people and technology. They are a foul plague upon the Galaxy, with no sense of honor or glory. The closest they come to being proper sentient beings is a sense of duty, but that sense is subsumed to the collective. They are to be stopped at all costs.

SPECIES 8472 AND THE HIROGEN

A Federation starship, the *U.S.S. Voyager*, was stranded in the Delta Quadrant for several years. They eventually found their way home, and, in their travels, they encountered many threats, including the Borg. Most of the other threats they faced are not of any concern to the Empire, with two notable exceptions.

The Hirogen are hunters whose entire society is built around seeking prey and defeating it. There have been occasional reports of Klingons in outlying sectors encountering beings who match the descriptions in *Voyager*'s logs – which were shared with the Empire following *Voyager*'s making contact with the Alpha Quadrant. These are beings as powerful as a Jem'Hadar and as single-minded as the Borg. They are, based on reports, worthy foes, and dangerous ones. They are also decentralized and nomadic, so it is possible that they will become larger threats, especially since they are now aware of our section of the Galaxy thanks to their encounters with *Voyager*.

Species 8472 is the designation the Borg have for extradimensional creatures whom the Borg actually fear. Little is known about this species that comes from a region dubbed "fluidic space," but they proved quite dangerous – and any foe feared by the Borg should, at the very least, be treated as a foe to respect and be wary of.

STRANGE AND WONDROUS THREATS

Over the course of its history, the Empire has faced many threats that would be considered almost supernatural by a more primitive people – beings who naturally control energies and forces far beyond what any Klingon could manipulate without the aid of technology. Here are some that have interfered with the Empire in the past:

- **The Organians.** Posing as agrarian primitives, these energy beings forcibly ended a war between the Empire and the Federation and coerced both nations into the Organian Peace Treaty. They claimed to find corporeal life distasteful, and evinced no interest in enforcing their treaty once the initial cease-fire was established.

- **The Q Continuum.** A group of beings who can manipulate matter and energy at will. There have been many encounters with these tricksters, who seem to derive pleasure from interfering in the matters of "lesser" beings.

- **The being at the center of the Galaxy.** Encountered by the Klingon vessel *I.K.S. Okrona* under the command of Captain Klaa, this powerful being was trapped behind the energy barrier that lies at the center of the Galaxy. It is unknown who imprisoned the creature there, but he has remained trapped lo, these many years, and, based on the creature's ability to manipulate the landscape, it is well that it remains there.

INTO THE UNKNOWN...

The Klingon Empire is ever expanding, always looking for more worlds to conquer, more *jeghpu'wI'* to add to their strength, more allies to join them in battle – and most of all, more foes to fight. The vast majority of the Alpha and Beta Quadrants still remain unexplored by the Empire, not to mention virtually all of the Gamma and Delta Quadrants.

The Empire has faced foes as tenacious as the Kinshaya and Tholians, as treacherous as the Romulans and Orions, as deadly as the Borg and Jem'Hadar, but the Empire remains strong and triumphant, and will continue to be so no matter what foes it faces in the unknown!

THE KLINGON EMPIRE

CHAPTER 02.20

HISTORY OF THE EMPIRE

"FOR AS LONG AS THE SUNS BURN IN THE BLACK SKY, THE EMPIRE WILL REMAIN STRONG."

– EMPEROR SOMPEK

INTRODUCTION

Before the time of Kahless the Unforgettable, there was no Klingon Empire, there were only Klingons. Kahless united our people into a single Empire that spanned all of Qo'noS. Encouraged by the Unforgettable One himself before his ascension to Sto-Vo-Kor, and spurred on by the Hur'q invasion, the Empire soon expanded into space, becoming one of the great powers of the Galaxy.

For more than a millennium, emperors ruled, leading the Empire's conquests, bringing many worlds under the Klingon flag. Many great emperors carried on Kahless's work, from Emperor Kaldon, who led Klingons into space, the first to add other worlds to the Empire's holdings, to Emperor Sompek, who led the conquest of Tong Vey, to Emperor Mur'Eq, who oversaw one of the most prosperous eras of the Empire's history. More recently, the High Council ruled, led by a chancellor, from Chancellor Mow'ga, the first to rule the High Council in this capacity, to Chancellor Martok, who achieved victory against the Dominion.

THE FORMING OF THE EMPIRE

For many years, Qo'noS was a planet divided. Warlords and tyrants ruled their fiefdoms, warring with each other and holding onto their territories. The blood of many soldiers stained the ground of Qo'noS, as Klingon fought against Klingon for the pleasure of their rulers.

There was no honor in their conquest, there was only service to those who wielded power.



By the time of Kahless, dozens of tyrants ruled on Qo'noS: General Kizhar, warlord of the Kir Peninsula; Ralkror, who ruled from atop Goqlath Mountain; King Dezan of the island nation of Kall'ta; Chu'paq of the island of Kilgore; Queen B'Ela of the Skeera Peninsula; Gantin the Mighty; Kavru the Bold; Blaq the Indestructible; Maq of the eastern coast of Ham'ton; and so many more.

But the greatest tyrant of all, the greatest foe that Kahless had to face in his quest to unite the Klingon people, was Molor.

Kahless believed that honor should rule the day, that it was not enough simply to fight to please the whimsical needs of tyrants and warlords, but to enrich the spirit and bring greater glory to oneself. The Klingon people were either tyrants, slaves, or soldiers. Kahless believed that true greatness would be achieved if Klingons became warriors – and also if they fought for a common goal.

More than anything, Kahless believed that honor was the road which would lead all Klingons to glory, not just those few who ruled their tiny kingdoms. Kahless believed that they could be one people united on this world – and on all the others.

Not all Klingons believed in this philosophy – indeed, not all the Klingons in Kahless's household believed it. Morath, Kahless's brother, lied and deceived others, including their own father. Kahless, revolted by that behavior, challenged Morath to combat, but Morath instead fled. Kahless pursued him all across the continent, through the valleys and mountains, until he caught up with him at the Bazho River. For twelve days and twelve nights, brother fought against brother until Kahless was triumphant.

One by one, Kahless brought the wisdom of honor to the many warlords. Some joined his cause by choice, convinced by Kahless's words; others by conquest, defeated by Kahless's might in combat, and by his ever-growing army. With each journey, with each victory, Kahless's forces grew larger, and the Klingons came closer and closer to being united under him.

At Qam-Chee, Kahless prepared to face Molor's forces. Two emissaries from other warlords had come to listen to Kahless's words and see if they should follow him. One was the Lady Lukara, sent by Blaq the Indestructible. While Blaq had no intention of joining Kahless's cause, Lukara found herself swayed by Kahless's words. When Molor's forces attacked the pass at Qam-Chee, Lukara stood by the Unforgettable One's side, and together they slew hundreds of Molor's troops in epic combat.

Even after that vicious defeat, Molor refused to bend his knee to Kahless. Kahless and Lukara took their forces to the fort

at Qa'varin along the River Skral to confront Molor, where still Molor refused to surrender.

Their exchange on that fateful day remains enshrined in Klingon lore:

Molor declared: "I will not surrender to you, Kahless. You may have poisoned our world with your fancy tales of honor and glory. You may have transformed Klingons into weaklings who value concepts and words over might and strength. I do not wish to live in such a world. So I will not bend my knee to you. Instead, I will fight you and one of us will die. And either way, I will be spared having to live in a world ruled by your idiocy."

Kahless replied: "You say you reject my teachings, yet you face me as a warrior. You revel in glory and fight to the death rather than surrender to a foe who has declared himself your enemy. You already live in a world changed, Molor."

And then they fought to the death.

In the fires of the Kri'stak Volcano, using a hair from his head, Kahless forged the first *bat'leth*, the sword of honor used now by all true warriors. With that *bat'leth*, and after days and days of mighty battle, Kahless severed Molor's head from his body, at last uniting the Klingon people under one flag.

Thus was the Klingon Empire born.

The Expansion of the Empire

For many years, Kahless ruled all of Qo'noS, Lukara by his side. His way of honor had become the watchword of the united Klingon people. Where before Klingons were divided merely into conquerors and conquered, now Klingons attained positions appropriate to their tasks in life. Kahless knew that not everyone had the mettle to be a warrior, and someone needed to till the fields and build the machines and maintain the buildings. Warriors ruled, of course, but other castes were granted the respect they deserved.

Seeing that his work was done, he gathered his belongings and went to the edge of the First City. The people did not wish him to go, but Kahless said, "You are Klingons – you need no one but yourselves. I will go now, to Sto-Vo-Kor, but I promise one day I will return." He pointed to a star in the night sky and said, "Look for me there, on that point of light."

Kahless left behind his *bat'leth*, known forevermore as the Sword of Kahless, and also the Lady Lukara, who formed the Order of the *Bat'leth*, warriors charged with making sure that Kahless's words continued to be followed in the absence of Kahless himself. The mightiest warriors' families became noble Houses that advised the emperors who succeeded Kahless.

Clerics were charged with recording the Unforgettable One's words and deeds. These sacred texts have been kept in the monasteries of Boreth, the planet orbiting the star to which Kahless pointed on the day of his ascension to Sto-Vo-Kor. In addition, these texts, as well as other stories of Kahless and of the ways of honor in general, were compiled into the *paq'batlh*. Plus, of course, there are the ten precepts that make up *qeS'a'*, *The Klingon Art of War*. All these texts were used as guides for Klingons to continue the ways of Kahless following his ascension.

Then the Hur'q came.

Klingons knew that there were other worlds in the cosmos, and Kahless's last words to his people indicated that his hopes were for his people to someday venture into the black sky.

However, the first contact the nascent Klingon Empire made with a species from another world was with the monstrous invaders who never identified themselves. Known to this day only as "Hur'q," or "outsiders," they came and plundered Qo'noS, and left only after the forces of Emperor Kreddik drove them off. But they took many valuable items with them

The Legend of Kahless

Kahless stood before a gathering and said, "Once there were two children, a boy and a girl. The boy was strong, and declared that he would become a warrior.

"The girl was smaller and younger, but she too wished to be a warrior. The boy mocked her.

"Years passed and the children grew. The boy, knowing himself to be strong, did not train, for he believed that his strength would carry him.

"The girl studied *Mok'bara*, played games of strategy, and tutored with a blade instructor. She remained frail, but fought to overcome the weakness of her body with the strength of her spirit.

"She met the boy again, and challenged him. He mocked her still, but they unsheathed their blades. The fight began one-sided, the boy's strength his advantage. But he had never learned how to use his sword, where the girl knew to use her smaller size as an asset. She dodged his blows, avoided his strength – and was victorious.

"The body is but a physical shell. It is the heart that determines a warrior, and battle that determines the heart. One may never judge the sharpness of a blade by its sheath." ▲

FROM THE SACRED TEXTS

– including the Sword of Kahless, the very *bat'leth* that had been used to slay Molor and unite the Klingons.

Spurred by this invasion, General Ch'gran urged Klingons to follow Kahless's teachings and venture into the black sky. The Ch'gran fleet – built with a combination of Klingon science and abandoned and damaged Hur'q technology reverse-engineered for Klingon use – was the first to venture into space. Though the fleet was lost in the Betreka Nebula, their heroism inspired more ships to be built.

The first world to fall under the Klingon Empire was Ty'Gokor, under the rule of Emperor Kaldon. It was a great warrior named Biroq who led the campaign on Ty'Gokor, bringing its native people, the Samnatti, to their knees. They became the first *jeghpu'wI'*, the first conquered peoples of the Klingon Empire. Kaldon felt that Biroq's accomplishment was so great that no existing title could encompass the historic service he had provided to the Empire. And so Biroq became the first *Dahar* Master.

In addition, the Empire was quick to conquer Boreth, though there was no sentient native life on that world. A monastery was constructed, and clerics dedicated to studying and interpreting the words of Kahless for the Klingon people cloistered themselves there, awaiting Kahless's promised return.

Over the next several decades, the Empire conquered many worlds. The battles and conquests of great warriors were immortalized in song and story, and the Klingon reputation for prowess in battle was soon matched by their grand operas that retold the stories of their greatest campaigns on the stage.

Many enemies did the Empire make, from minor irritants like the Kreel Alliance and the Holy Order of the Kinshaya to other star-spanning empires like the Romulan Star Empire and the Tholian Assembly. In particular, the first encounter with the Romulans – who have been the Klingons' greatest enemies and staunchest allies at various times in the intervening centuries – was an epic battle in the Narendra system, a star claimed by both expanding empires. General Mav led his warriors against a Romulan fleet led by Commander Mahrkes and was victorious.

Nor was the Empire a stranger to internal strife, for there can only be one emperor, yet there can be many who covet that role. Many emperors were the subject of assassination attempts, both honorable from foes who showed their faces – such as General Dezan challenging Emperor Sompek and dying in the subsequent duel – and dishonorable ones who used more despicable means – as with Emperor Budlesh, poisoned in secret by his mate, the Lady Vilik.

THE COMING OF THE HUR'Q

"The Ballad of the Invasion" from the opera *The Coming of the Hur'q* by Kopf, son of Kram

Sing! The song of the invaders!
Cry! The lamentations of the invaded!
Sound! The clarion call of battle!

Today the Hur'q have come,
From the black sky above!
Today the Hur'q have come,
To plunder our world anew!
Today the Hur'q have come,
All warriors, grab your bat'leths*!*

Hear! The clang of the blades!
Feel! The anger at the trespass!
Scream! The way of the fallen warriors!

Today the Hur'q have gone,
Back to the black sky above!
Today the Hur'q have gone,
Having plundered our precious home!
Today the Hur'q have gone,
All warriors, lower your bat'leths*!* ▲

OPERA EXCERPT

During the decadent reign of Emperor Skolar, a rebellion called *vo'ruv'etlh*, the Sword of Justice, was formed. Targeting those they viewed as dishonorable – which was most of the High Council and the military – the last action of *vo'ruv'etlh* was an attack on the Great Hall in the First City, killing Emperor Skolar and his council, though the rebels themselves also were killed by the Imperial Guard.

Three years of chaos ensued before Emperor Yorlak seized power and united the fractious Houses once again. That was the day the Empire almost fell.

Emperor Yorlak was able to maintain power and keep the Houses united by ceding more and more power to the High Council, made up of the heads of the most powerful Houses, and soon the title of emperor became largely ceremonial, with the Council truly running the Empire. But in-fighting among the councilors threatened to destroy the Empire as surely as *vo'ruv'etlh* almost had. When Emperor Koth died unexpectedly without having named an heir, the Council decided to appoint one of their own as chancellor to serve as supreme commander of the High Council. The first was Chancellor Mow'ga, who directed an invasion of the Breen, and also destroyed the homeworld of the Chorvat.

THE 22ND CENTURY

The reign of Chancellor M'Rek proved to be one of the most tumultuous in Klingon history. Border skirmishes with the Romulan Empire increased, as the two powers found themselves fighting over the same star systems, from Gamma Hydra to Carraya. The Empire continued to expand its borders, coming into conflict with numerous smaller powers: not just the Kreel, Kinshaya, and Tholians, but also the Vulcan Union, the Andorian Empire, and the Tellarite Unity.

In addition, the Empire was wracked by internal strife, as House warred against House – or so it seemed. Normally when a House feuds with another, it is done openly, but these were secret attacks for which the offending House took no credit. The perception of dishonorable behavior was almost as devastating to the stability of the Empire as the attacks themselves.

This turned out to be a plot by the Suliban Cabal, a nation that had previously been beneath the Empire's notice. Given resources by mysterious benefactors who wished to destabilize the Empire, they set House against House.

A courier named Klaang was sent by Chancellor M'Rek to obtain evidence of the Suliban treachery, which led to the Klingons' first contact with *another* nation that had been previously beneath the Empire's notice: United Earth. A protectorate of Vulcan, Earth was where Klaang's ship crash-landed while being pursued by Suliban agents trying to keep him from bringing his intelligence to the High Council.

The Earthers had only just achieved faster-than-light travel recently, and – over the objections of the Vulcans – sent a ship to Qo'noS with the injured Klaang. With Klaang able to present his intelligence to the High Council, civil war was averted, and a new player in galactic politics became known.

Klingons and Earthers had several engagements after that, with the Earthers often playing the rather distasteful role of peacemaker. The Empire thought little of the Vulcans, Andorians, and Tellarites, as they fought constantly among themselves, preventing the clever and powerful Vulcans, the warrior-like Andorians, and the aggressive Tellarites from becoming true threats to the Empire. As for the Earthers, they were babes in the woods, barely able to leave their own solar system.

Underestimating the Earthers would prove to be folly, as they succeeded in bringing together the Vulcans, Andorians, and Tellarites with them into a loose alliance that kept them from their in-fighting. They also exposed a Romulan plot to destabilize the Vulcans.

A group of genetically engineered Earthers, who called themselves Augments, nearly started a war between Earth and the Empire by capturing a bird-of-prey, killing its crew, and threatening to use it to destroy the Qu'Vat colony. These Augments combined the cleverness and adaptability of normal Earthers with the strength and speed of Vulcans, and would make dangerous foes. Thankfully, there were only a handful of them and they were quickly dispatched.

Chancellor M'Rek had already grown concerned with how quickly Earthers were becoming players in galactic politics, and believing that they might be breeding more of these super-soldiers, he assigned General K'Vagh to command a mission to develop Klingon Augments.

Setting up a laboratory on Qu'Vat, K'Vagh had a Klingon geneticist, Dr. Antaak, supervise the scientific aspects. However, Antaak's attempts to mingle Augment DNA with Klingon DNA did not succeed at first. The first set of test subjects suffered from nerve damage that eventually killed them. All those subjected to the treatment lost their cranial ridges, as well, looking more like Earthers than Klingons. One of the subjects contracted Levodian flu, which his Augment DNA mutated into an airborne virus that quickly propagated through the Empire.

Facing the Empire's greatest crisis since the Hur'q invasion, Antaak had K'Vagh enlist the aid of a Denobulan physician, Phlox, who was able to develop a retrovirus. However, all those who contracted the flu who survived and were given the treatment lost their cranial ridges.

In its own way, the cure provoked an even greater crisis in the Empire than the mutated flu virus had, for now there were two types of Klingons: *HemQuch*, who had not suffered

THE BROKEN BOW INCIDENT

FROM ADMIRAL DANIEL LEONARD'S PERSONAL NOTES

The damn Vulcans kept insisting that they take charge of that alien that was shot in Oklahoma. Thing is, the exact words Ambassador Soval used were "the Klingot's corpse." They insisted that the alien, Klaang, should have been allowed to die. That Denobulan physician, Phlox, did yeoman work in keeping Klaang alive, but Soval wanted to just pull the plug on him. He insisted that the Klingots would rather get him back dead than injured. If he was a soldier, that'd be one thing – come home with your shield or on it, and all that nonsense – but according to that idjit aide of his, Tos, he was a courier. Now, I don't know, but if someone's carrying something for me, I'd want him to deliver it in person. Especially if these Klingots were as nasty as Soval said they were.

We've got *Enterprise* ready to go. Klaang landed on *our* damn planet. *We* should be the ones to bring him home. I know we can't cheese off the Vulcans too much, so maybe I'll get Archer's kid in here to tweak them a little bit. ▲

PERSONAL LOG

from the virus and looked as Klingons have always looked, and *QuchHa'*, who looked (and in some cases, acted) like Earthers with their smooth foreheads.

Worse, some *QuchHa'* were from powerful Houses. Though they no longer appeared to be Klingon, they were still of noble blood, among the finest warriors. The Houses of Mur'Eq (descended from an emperor), of K'naiah, of Lasshar, of Kras, of Morglar, and many others had become *QuchHa'*.

The Council was divided over how to deal with this infestation of Earther DNA among Klingons. Some felt that *QuchHa'* should be discommended, others that they should be made *jeghpu'wI'*, others that they should simply be treated as ordinary Klingons.

That was far from Chancellor M'Rek's only challenge, as Earth and Romulus found themselves plunged into a brutal war. Just as the Council was split over the disposition of the *QuchHa'*, so too were the councilors divided on the subject of the Empire's response to that conflict.

No matter what choice the chancellor made, he would be condemned by a plurality of the Council. On the subject of *QuchHa'*, he compromised: they were still Klingons, but were to be segregated. Ships in the Klingon Defense Force would either be *HemQuch* ships or *QuchHa'* vessels. There would be no intermingling.

As for the Earth-Romulan War, Chancellor M'Rek declared that it was best if those two nations damaged each other in their brutal conflict – the Empire would conquer the loser.

There was no opportunity for Chancellor M'Rek to see the fruits of his decisions, for he was soon dead – seemingly of an illness, but Dr. Phlox, the same Denobulan physician who helped Dr. Antaak cure the mutated Levodian flu (and also condemned a percentage of the Klingon population, and their descendants, to live as *QuchHa'*), determined that the chancellor had been poisoned.

It was Antaak's son, Krit, who did the deed, blaming the chancellor's desire to make Klingon Augments for ruining so many Klingon lives. Antaak discommended his son, and the High Council put him to death.

M'Rek's decisions had repercussions for his successors. The situation between *HemQuch* and *QuchHa'* grew worse, and the Earth-Romulan War did not end with a decisive victory for either. The Romulans agreed to a neutral zone between their territory and that of Earth and its allies, but their empire remained intact and powerful – and a thorn in the Klingons' side.

Earth, however, grew stronger, for their alliance with the Vulcans, Andorians, and Tellarites became more formalized. Initially a weak coalition that the Empire viewed as at best an alliance of convenience, the four nations instead became the United Federation of Planets.

The Empire, concerned with internal struggles as various noble Houses jockeyed for position, and external threats from the Tholians and Kinshaya and Romulans, paid little heed to this upstart alliance.

THE 23RD CENTURY

It was a rare mistake by the Empire, though one they had made before: underestimating the Earthers. They took the fractious squabbling of the Vulcans, Andorians, and Tellarites and instead convinced them to form a nation. The Federation then started to grow to encompass dozens of worlds – and as many species.

But they did not conquer: Betazoids, Bolians, Caitians, Triexians, Deltans, and Efrosians did not become the Federation's *jeghpu'wI'*. Instead, they joined willingly and were equal partners.

For a century, the Empire ignored the Federation, believing it to be a chain made of weak metal, easily shattered with but a glancing blow. To a Klingon, joining a nation willingly without threat of conquest or consequences was a poor glue with which to hold a coalition. The chancellors who succeeded M'Rek assumed that the Federation would collapse under the weight of its own inefficiency before long.

That lasted for the better part of a century – right up until the Federation's border started moving ever closer to the Empire's. Worlds such as Benecia, Ajilon Prime, Xarantine, Korvat, Barolia, Neural, Capella, and more were either claimed or explored by the Federation – worlds that the Empire had its eyes on.

More to the point, the Federation had consolidated the military might of their many subject species into a formidable force: Starfleet. In many conflicts, from Donatu V to Axanar and beyond, Starfleet proved itself able to hold its own against the Klingon Defense Force.

Tensions rose and fell over the decades, though the most peculiar campaign came on the planet Organia, shortly after border conflicts resulted in Chancellor Sturka formally declaring war on the Federation.

The mission to Organia was a minor one. An agrarian world with a simple people, its sole value was its proximate location to the disputed territories between the Empire and the Federation. A dozen other worlds were of more import, but the Empire felt that Organia also needed to be occupied as a jumping-off point to several campaigns.

To that end, the mission was given to a *QuchHa'*, albeit a highborn one: Kor, son of Rynar, a member of the House of Mur'Eq, commander of the *I.K.S. Klothos*. Later, Kor would be named a *Dahar* Master, one of the most respected figures in the Empire. But at this date, he was merely a *QuchHa'* shipmaster.

However, the Federation learned of the Empire's designs on Organia, and so sent a ship of their own. But neither the Federation captain, an Earther named James T. Kirk – who would make a career out of harassing citizens of the Empire – nor Commander Kor were aware that the Organians were *not* simple agrarians. In fact, they were powerful energy beings, who were observing the conflict and then – for reasons known only to them – decided to force the hostilities to cease.

Throughout the Empire *and* the Federation, all weapons became too hot to touch. The Organians appeared before the High Council on Qo'noS and the Federation Council on Earth, while also speaking to Kor and Kirk. They made it clear that they would not tolerate a war between the Federation and the Empire, and they also made it clear that they could enforce their prohibition if needs be.

And so the Organian Peace Treaty was drafted and signed within a quarter year of the fateful encounter. It was the Empire's first time signing a treaty with the word "peace" as part of it – an insistence of the Federation, that.

Denied the ability to make war, the treaty outlined the terms by which either nation could stake a claim on a disputed world.

Realizing military might would not win the day as long as the terms of the treaty remained in effect, the High Council decided to turn to *QuchHa'*.

In the century since the mutated virus ravaged the Empire, *QuchHa'* had tended to fall away from the teachings of Kahless. With many *HemQuch* viewing them as inferior – as more like Earthers than true Klingons – it was common for *QuchHa'* to reject Kahless's tenets of honor.

Chancellor Sturka therefore placed the disposition of abiding by the terms of the treaty in the hands of *QuchHa'*. True Klingons – the *HemQuch* – would always keep their word, but who could trust the word of a *QuchHa'*? They were petty and treacherous – just like the Earthers, whose DNA polluted their bloodstreams.

On many worlds, the Empire launched clandestine campaigns to win worlds to their side under the terms of the hated peace treaty. True, the Klingons in question used dishonorable means, but victory is truly the greatest honor in any battle, and besides, the means were engaged by mere *QuchHa'*, not true Klingons.

The Organian Peace Treaty

TRANSCRIPT OF KLINGON HIGH COUNCIL MEETING, THE YEAR OF KAHLESS 893

CHANCELLOR STURKA: Who are you? Why have you invaded our council chambers?

AYELBORNE: My name is Ayelborne. I am afraid that you must cease your attempt to make war on the United Federation of Planets.

STURKA: How dare you! Remove this creature!

YAN-ISLETH WARRIOR: I cannot approach him, my lord!

AYELBORNE: My people have stopped all your means of combat until a treaty may be arranged.

STURKA: How dare you! Who are you to tell us who we may fight?

AYELBORNE: Who am I? Chancellor, I am simply the one who is keeping you from fighting and dying needlessly.

TRANSCRIPT OF FEDERATION COUNCIL MEETING, STARDATE 3272.6.

PRESIDENT KENNETH WESCOTT: Who're you? How'd you get in here?

AYELBORNE: My name is Ayelborne. I am afraid that you must cease your attempt to make war on the Klingon Empire.

WESCOTT: I beg your pardon?

AYELBORNE: My people have stopped all your means of combat until a treaty may be arranged.

WESCOTT: That is – very presumptuous of you, sir.

AYELBORNE: Perhaps, Mr. President. But we must insist – and we will keep you from fighting and dying needlessly until there is a treaty. ▲

TRANSCRIPTS

On Neural, a Klingon agent provided advanced (for them) arms for one side of a conflict. On Almar's Haven, a Klingon agent upgraded an orbital weapons platform to fire photon torpedoes instead of missiles. On Capella IV, a Klingon agent negotiated for the rights to their topaline, aiding one side in a coup. On Archanis IV, a Klingon agent sabotaged a research outpost. In the Hromi Cluster, a Klingon agent became an advisor to the cluster's Ruling Colloquy.

In addition, *QuchHa'* were used as deep-cover agents of Imperial Intelligence within the Federation. One of the Empire's most successful operations was sadly exposed

TRIBBLE TROUBLE

REPORT FROM KREK, SON OF GRALMEK, TO IMPERIAL INTELLIGENCE

This is my final report to Imperial Intelligence, for my mission has ended in ignominious failure. I am currently in a cell on Deep Space Station K-7. Starfleet is bound to discover the subcutaneous implant I am using to transmit these reports soon, so I must make this final report before they bring me to a ship or starbase with their superior sensors.

Several years' worth of work has been undone by foul creatures that have not only ruined our campaign to claim Sherman's Planet, but also exposed my true heritage. Ever since I replaced Arne Darvin, I have been able to glean tremendous amounts of intelligence regarding the Federation government while serving as aide to Undersecretary Baris. True, most of that intelligence was tiresome bureaucratic minutiae, but my access would prove useful to the Empire.

Not only have those fur-covered abominations eaten all the quadrotriticale that I so meticulously poisoned, but they react very badly to all Klingons – including Captain Koloth, his crew, and also me. No doubt Baris is examining everything I was exposed to and closing any intelligence holes I may have opened for the Empire. ▲

IMPERIAL INTELLIGENCE REPORT

CAPTURE OF THE GENESIS DEVICE

EXCERPT FROM PERSONAL LOG OF KRUGE, COMMANDING OFFICER, *I.K.S. KATAI*, 2285

The Federation has created a doomsday weapon.

Of course, they will claim it is just another of their "scientific experiments" designed for benign purposes. The propaganda materials accompanying the torpedo's technical specifications are a feeble attempt to maintain this ridiculous illusion. While it is true the Federation expends an inordinate amount of time on pursuits serving no military purpose, they also devote considerable resources to ships and weapons meant to stand against the Empire. Even this "Genesis Device," ostensibly created to transform otherwise inhospitable worlds into planets capable of sustaining life and increasing agricultural opportunities, has obvious tactical applications. They have already created one planet. Can they make more?

If the information delivered to me by Valkris, a loyal and selfless agent who served the Empire with honor until the moment of her death, can be verified then the Empire holds within its grasp the means to conquer not just the Federation but the entire galaxy. The ability to destroy an entire planet with a single strike would make our enemies tremble in fear at the very thought of confronting such a fate.

We are setting course for the Mutara Sector to examine this so-called "Genesis Planet" for ourselves. ▲

PERSONAL LOG

on Deep Station K-7, thanks to an infestation of the foul creatures known as tribbles. Krek, son of Gralmek, had successfully replaced a minor bureaucrat in the Federation government named Arne Darvin. One of his duties was to poison a supply of quadrotriticale earmarked for Sherman's Planet, as the Federation's claim on the world rested on their ability to grow quadrotriticale there. However, the tribbles were able to identify Krek as a Klingon, and he was exposed, discommended from the Empire, and exiled. Thanks to the foul tribbles, the Empire's claim on Sherman's Planet was lost.

(That mission also resulted in a large population of tribbles being beamed into the engine room of the *I.K.S. Gr'oth*. Captain Koloth, son of Lasshar, was forced to scuttle his ship, though he later instructed Klingon scientists to engineer a tribble predator, known as a glommer. Koloth later tracked down the tribble homeworld and wiped the disgusting creatures from the face of the Galaxy.)

The High Council also made overtures to the Romulans. With the Federation growing like a tumor, it behooved both empires to work together against this cancer in the Galaxy. While no treaty between the two nations was ever formalized, there was an exchange of technology, with the Empire providing larger, faster, more efficient space-faring vessels and the Romulans providing superior cloaking technology.

Over time, relations between the Empire and the Federation started to once again move toward all-out conflict. As the decades passed, it became clear that, beyond initially preventing the two nations from going to war, the Organians evinced no interest in enforcing the treaty. To that end, Chancellor Sturka's successor, Chancellor Kesh, increased ship and weapons development on Praxis, the moon orbiting Qo'noS.

When Chancellor Kesh died of an infection, the Arbiter of Succession chose the two strongest candidates on the High Council to replace him: Gorkon and B'rak. They fought, as is traditional, and Gorkon was victorious.

Unfortunately, Chancellor Gorkon simply continued his predecessor's policies regarding Praxis, not knowing that the plants on Praxis were a sad model of inefficiency. Praxis exploded, a disaster of truly epic proportions, and one that endangered the very existence of Qo'noS as a world.

Faced with the prospect of a near-extinction-level event on the homeworld, Chancellor Gorkon took the radical step of asking the Federation – the Empire's bitter enemy for the better part of a century – for assistance.

It was the beginning of a new era of the Empire. It was one that was fraught with difficulty. Besides the obvious – particulate matter filling Qo'noS's atmosphere, the massive shifting of tides, gravimetric disturbances, and so much more – many in the Empire did not approve of Chancellor Gorkon's reaching out to the Federation. The chancellor was

assassinated by Starfleet officers, but access to him was granted by General Chang, Chancellor Gorkon's chief of staff, who conspired with Starfleet officers and a Romulan ambassador to keep an alliance between the Empire and the Federation from forming.

At that, it failed. The Earther Kirk – the same one who challenged *Dahar* Master Kor on Organia and despite being framed and imprisoned for his imagined role in the assassination – exposed the conspiracy, and Gorkon's daughter, Azetbur – who was Gorkon's designated heir, a throwback to the old days of the emperors – met on Khitomer with Federation President Ra-ghoratreii to sign the Khitomer Accords.

For eight decades, that historic alliance would remain intact.

In addition, the alliance helped bring about the end of the *QuchHa'*. An albino Klingon pirate named Qagh had been raiding Empire outposts. *Dahar* Master Kor, along with two other captains, Koloth, he who eliminated the tribble threat, and Kang, son of K'naiah, were assigned to stop the pirate. They were aided by a Federation starship, as well as a Federation diplomat, Curzon Dax, an aide to Sarek of Vulcan in the negotiation of the Khitomer Accords. While the albino's raids were stopped, the pirate himself got away. However, his researches into biogenic weapons led to at last a cure of the Augment Virus that created the *QuchHa'*. The cure was administered with dispatch and enthusiasm, a welcome benefit to the Empire after the embarrassments of Praxis and the distastefulness of an alliance with a longtime foe.

For the first time since Kahless slew Molor, the Klingons were a united people once more.

The 24th Century

During the reign of Chancellor Azetbur, Qo'noS was saved. With help from Federation engineers, the atmosphere was scrubbed, the tidal forces quelled, and the gravimetric disturbances neutralized.

But once the promised five decades passed and Qo'noS was still inhabitable, many Klingons started to long for the days of the Empire's glory. They viewed the capitulation to the Federation as weakness. Chancellor Azetbur was killed by an assassin's blade, and the first action undertaken by her successor, Chancellor Kaarg, was to rule that no women may ever again serve on the High Council. Relations with the Federation, though nominally the Empire's allies, deteriorated, even as first contact with the Cardassian Union led to the Betreka Nebula Incident, an eighteen-year conflict over the dispensation of the remains of the Ch'gran fleet,



The Time of the Turning

FROM THE WRITINGS OF KANG, 2344

Only after encountering the Starfleet captain, James Kirk, did my view of the Federation in general and Humans in particular begin to change. I was only somewhat surprised to see him, many years later, at the forefront of bringing together the Empire and Federation at the Khitomer conference. By this time I'd come to know the Trill, Curzon Dax. He was only the second non-Klingon to earn my respect. He is the godfather of my son. Even more so than Kirk, Curzon sought to understand what it was to be a Klingon. I firmly believe if not for his efforts following Khitomer, that first overture of peace would have died a miserable death.

Now, decades later I read of the loss of Starfleet's *U.S.S. Enterprise*. Its captain, Rachel Garrett, and her crew sacrificed themselves to defend Klingon citizens on Narendra III against a Romulan attack. Could this be a turning point in the history of both our peoples? I used to believe peace with the Federation was impossible, but I have been proven wrong on numerous occasions throughout my life. I expect to be corrected in similar fashion several more times before I die. ▲

PERSONAL LOG

A Ferengi Perspective

Greetings Esteemed Commander,

As you have no doubt heard, the events on Narendra III have led the Klingon Empire into an alliance with the Federation. No doubt the Klingons will be pulled into the Federation's war. We who dwell in the border territories are well familiar with the threats that arise when the Klingon Defense Force is spread thin. Pirates! As the Rules of Acquisition warn us, "A distracted policeman is an opportunity." Piracy in these times will be inevitable. It would be an inconvenience to me if your outpost were to fall; thus I would like to extend an opportunity for you to expand your defenses. Please let me know if you are interested.

Chet, purveyor of fine weapons and rare fruits ▲

PERSONAL LOG

discovered on Raknal V, a world desired by both nations. Curzon Dax, now a Federation ambassador, negotiated a settlement between the Empire – still not entirely recovered from Praxis's destruction – and the Cardassians – still in the throes of an expansionist phase that rivalled that of the Empire after the Hur'q invasion.

Both sides tried to develop Raknal V in the manner described in the Organian Peace Treaty with the Federation, though the results were less than stellar. After eighteen years of conflict, all they had to show for their efforts were a lot of deaths and lost ships on both sides, and they were no closer to claiming Raknal V or the Ch'gran wreckage.

The Romulans – who had stayed out of galactic affairs since an incident with the Federation involving the vessel *Tomed* – took advantage of the crumbling relations between the Empire and the Federation, as well as the distraction of the Cardassian conflict, to attack Narendra III, site of the first conflict between the two empires, using their new warbirds, massive ships twice the size of the Klingon vessels they ambushed.

But the Klingons did not all die that day, because a Federation vessel came to their rescue. Captain Rachel Garrett defended the Klingon Defense Force ships against the Romulan aggressors, at the cost of her own life and that of her noble vessel, the *U.S.S. Enterprise*, NCC-1701-C.

Despite relations between the Federation and the Empire being at their worst since before Praxis – indeed, since before Organia – Captain Garrett did not hesitate to put her life on the line to save Klingon lives.

This act awakened the Empire to the realization that the embarrassment of Praxis's destruction blinded them to: the Federation as allies made the Empire stronger than they did as the Empire's enemy.

Not long after that, Chancellor K'mpec ascended to the head of the High Council. He would go on to serve longer than anyone in that position. He consolidated the factions on the Council, solidified the alliance with the Federation, and led the Empire to a new age of prosperity.

But K'mpec maintained the peace through a building of consensus among disputing parties. Sometimes that required capitulating to one House to maintain order in the Council.

The House of Duras has had a long history of cooperation with the Romulans. It was a member of that House that made the initial contact with the Romulans to pursue the sharing of technology a century previous. Following Praxis's destruction, the House of Duras suffered many debts that Romulan aristocrats took on in exchange for considerations that have continued to influence Duras thinking in the decades since.

Most notably, the Council uncovered evidence that the Romulan attack on Khitomer – which happened only two years after the ambush at Narendra – was aided and abetted by Ja'rod, son of Duras.

Ja'rod's own son, also named Duras, served on the High Council under Chancellor K'mpec. Exposing his father's treachery would ruin Duras's reputation, but he was sufficiently powerful for that to not matter as much as it should. Politics often trump honor, and K'mpec, rather than sunder the Council, publicly stated that another Klingon who died in the attack on Khitomer, Mogh, son of Worf, betrayed them.

The truth did not come out until after Chancellor K'mpec's death. His final decision as chancellor was to choose an Earther – Captain Jean-Luc Picard of Starfleet – as his Arbiter of Succession. Duras was one of the candidates chosen to fight to the death, but he was killed in a duel of honor before he could fight the other candidate, Gowron, son of M'Rel. As the only one left, Gowron became chancellor, though he faced a challenge from Duras's sisters, Lursa and B'Etor, who tried to put Duras's bastard son in place as a candidate for chancellor. Civil war erupted, during which the truth about Khitomer came out: that Ja'rod, not Mogh, betrayed the Empire to the Romulans. And Duras's family continued to function with Romulan support, a secret alliance exposed by the Earther Picard, which cost Lursa and B'Etor and their nephew the chancellorship.

It was during Chancellor Gowron's regime that the Empire faced its greatest triumph and most vicious foe.

On Boreth, a group of clerics, led by Koroth, created a clone of Kahless, using genetic material from the relics touched by Kahless. Placing all the knowledge from the sacred texts into the clone's memory, they manufactured a reappearance of Kahless before those who had made pilgrimage to Boreth.

Koroth's plan was to have the clone be considered to be the return of Kahless as the Unforgettable One himself promised a millennium and a half previous. Chancellor Gowron challenged the clerics, eventually exposing the Klingon who appeared on Boreth as a clone. However, even with that revelation, many Klingons bent their knee to him, believing him to be the return of Kahless as promised. After all, who was to say that this was not the way Kahless was fated to return?

Rather than split the Empire between those who believed and those who thought him only a pale copy of the original, Chancellor Gowron took a page from his predecessor, and built consensus: he installed the clone as emperor – the first emperor in three centuries. Like Emperor Yorlak and his successors, this emperor would have no political power. But he would have the ability to mold the Klingon heart, to remind the people of the teachings of Kahless and of how to live their lives as true Klingons – in truth, the very outcome Koroth and the clerics had been hoping for, as they felt that the Empire had strayed too far from Kahless's ways and needed to return to honor.

Klingons would need that strength, and their honor, in the coming times, for a new foe emerged greater than any the Empire had faced.

A stable wormhole was discovered in the Denorios Belt, near the former Cardassian world called Bajor. The Bajorans had the Federation administer the wormhole, which led to the Gamma Quadrant, and vessels of the Empire were among the many that went through to explore this new territory.

The Klingon Civil War

RECOVERED COMMUNICATION FROM THE VORN, 2367
FROM: Duras, Klingon High Council Member
TO: Embek, Servant of Duras

Why do you delay in obeying my order? We do not have time for cowardice. Allow Tovagh to implant the triceron explosive in your arm at once. You are a servant of the House of Duras, one whose family owes us a debt, and I remind you that your life belongs to me. Do you wish your mate and sons to suffer in squalor after I bury my *kut'luch* in your gut for succumbing to fear at the crucial moment? Or will you face your duty as a Klingon, invite death into your teeth, and unlock a path for your kin as rewarded acolytes of my great House?

This is not just any death – to sacrifice one's life to fell a foe will bring honor to your name. More honor, Embek, than your life as a mediocre servant will ever earn you. Think of your family. Prepare to end your life with dignity and purpose. Or I will end it in disgrace.

Mind where you stand when the time comes. Remember that it is Gowron we wish to kill with this bomb, not our own people, though if the Federation trespasser is caught in the blast, I will not mourn him.

I will see you at the *Sonchi* ceremony. *Heghlu'meH QaQ jajvam* ▲

RECOVERED COMMUNICATION

Decrypted Intel

TAL SHIAR INTERNAL MEMO

This is unexpected.

None of the probability models from our highest analysts predicted a deviation of this magnitude. Everything said there was a 94% chance that K'mpec would diverge from all Klingon tradition and select K'Ehleyr for the Arbiter of Succession. We were prepared to put her through the BLUE SKY program but now that would be a waste of resources.

Involving Picard involves the Federation which means Starfleet will have a faster reaction time to the internal affairs of the Klingons than we anticipated.

We need to put Klingon history back on our timetable. Perhaps something in the triceron family will prove beneficial. ▲

INTERNAL MEMO

OPPORTUNITY

MISSION REPORT: LIEUTENANT WORF

We could not have arranged a better opportunity.

The son of Mogh has been successfully commissioned into Starfleet and now serves aboard the Federation flagship *Enterprise*. Since his childhood, he has had little interaction with other Klingons. A preliminary psychological profile suggests he would be sympathetic and quite possibly susceptible to warriors estranged from the Empire like himself. A team has been dispatched under the guise of insurrection along the *Enterprise*'s Neutral Zone patrol routes. If successful, the Unseen may gain a brother within Starfleet. However, if Worf cannot be recruited we believe there may be an opportunity to obtain secrets of the *Galaxy*-class vessel, perhaps even the ship itself. ▲

MISSION REPORT

THE UNSEEN

INTERNAL MEMO

Now that a Changeling was discovered at Gowron's right hand, our esteemed chancellor must save face. Gowron is going to execute the highest members of Imperial Intelligence.

Just as we expected.

Once we discovered Martok was a Changeling, keeping the creature in the dark to our existence has been difficult, but beneficial. After tomorrow's executions we will be able to take over key positions unfettered by the usual restrictions. It is regrettable that warriors loyal to the Empire will be lost but in the end we all live and die for the preservation and glory of the Empire!

From the shadows, truth. ▲

INTERNAL MEMO

The wormhole provided some insight into one of the great mysteries of the Empire's early history: the Hur'q. *Dahar* Master Kor led an expedition to the Gamma Quadrant to an abandoned Hur'q museum, containing many relics from their conquests, including the Sword of Kahless, though it was lost shortly thereafter. For centuries, Klingons explored the black sky, hoping to take revenge on the conquerors who pillaged the homeworld, but never did the Empire encounter them again. If they came from so far as the Gamma Quadrant, it went some way toward explaining why they were never seen again.

A significant portion of the Gamma Quadrant was ruled by the Dominion, a multispecies empire that immediately declared themselves to be the enemy of those who came through the wormhole. The rulers of the Dominion were shapeshifters, and they used their ability to alter their form to infiltrate the nations of the Alpha Quadrant side of the wormhole.

Among those replaced was General Martok, Chancellor Gowron's chief of staff. The Dominion had already manipulated the Romulans and Cardassians into an ill-fated attack on the Dominion, one that left the Cardassian government in shambles. The Cardassian Union underwent a coup, where the civilian oversight of their military and intelligence arms – which jointly ran their empire – took over the government.

At the urging of the shapeshifter posing as Martok, Chancellor Gowron invaded Cardassia, believing the coup to be engineered by the Dominion. In truth, the response was the only part that was urged by the Dominion, and when the Federation condemned the invasion, the Empire removed itself from the Khitomer Accords, putting the Federation and Empire at odds for the first time since Narendra III.

In one year, the Dominion had destabilized two nations and set two allies at odds with each other.

But while many battles were lost, the war continued – and Klingons are at their best when fighting a war. The Martok shapeshifter was exposed on Ty'Gokor, and then Cardassia surprised the Galaxy by joining the Dominion, giving the enemy a foothold on this side of the wormhole. In response, Chancellor Gowron re-allied with the Federation, and together the two former enemies joined forces against the Dominion.

The Dominion had a prison camp in the Gamma Quadrant where they kept prisoners of war, including the original versions of some of the people they'd replaced, so that they could interrogate them to improve their impersonation. One such was General Martok, who was taken prisoner while saber-bear hunting on Kang's Summit and not permitted to die. Several prisoners, Martok among them, banded together to escape from the prison camp – and, in some cases, provide the real version of a person replaced by a shapeshifter, including Martok and an Earther physician. Exposing the spy enabled the Empire's allies to stop the destruction of the Bajoran system.

Prior to the conflict beginning, particularly once Cardassia joined the Dominion, many nations signed nonaggression pacts with the Dominion, including the Miradorn, the Bajorans, the Tholians, and the Romulans. The Miradorn and Bajorans were understandable, for they were small, weak powers, and the Tholians have always kept to themselves, but the Romulans were foolish to think that the Dominion would just leave them be.

To their credit, the Romulans soon realized that it was in their best interest to violate the nonaggression pact and join forces with the Federation and the Empire.

For the first time in history, the Klingon Empire fought alongside both the Romulan Star Empire and the United Federation of Planets. It was a time of great battle and great glory, and while Chancellor Gowron did not survive the end of the war, losing a challenge to his leadership, Martok replaced him to finish fighting the war alongside the Federation and Romulans.

The Dominion military consisted of genetically engineered super soldiers called the Jem'Hadar. For all that they were created in laboratories, they were still worthy foes for any warrior. They may not have had honor, but they were bred for combat, with a purity of purpose that would make them terrible Klingons, but made for excellent enemies.

Many Klingons fought well in the war. So many were enshrined in the Hall of Warriors for their prowess in the fight against the Dominion:

- **K'Temoc**, whose fleet held the line at Bolarus, keeping that Federation world from falling to the Dominion.
- **Woktar**, whose daring maneuvers with the *I.K.S. Roloq* after his captain was killed led to victory at Hanovra.
- **B'Entra**, who discovered how to counter the Breen energy-dampening weapon while serving on the *I.K.S. Ki'tang*, which reversed the tide of the war. The Breen's entry, and use of that weapon, had been a turning point, as the Empire and its allies lost many battles until B'Entra made her discovery.
- **Klag**, who singlehandedly – literally, as he lost an arm when the *I.K.S. Pagh* crash-landed, killing the rest of the crew – fought off a dozen Jem'Hadar at Marcan V.
- **Mavlaq**, who led the raid on the ketracel-white facility on Pelosa Minor, destroying a source of the drug the Jem'Hadar needed to survive.
- **H'vis**, who discovered the sabotage of Captain Goluk's fleet at Krios, killing the shapeshifter who had replaced the chief engineer and reprogramming the tactical systems so that they would work once again, saving Krios from being taken by the Dominion.
- And most impressive of all, ***Dahar* Master Kor**, who fought off an entire Jem'Hadar squadron with only a single bird-of-prey.

The true turning point, however, was not B'Entra's discovery of the cure for the Breen weapon. Nor was it the retaking of Deep Space 9, the outpost guarding the wormhole, which was temporarily occupied by the Dominion. Nor was it the Romulans entering the war, though one suspects the Romulans themselves believed that. No, it was, amazingly, due to the Cardassians themselves turning on their



The Boldness of Our Allies

PERSONAL CORRESPONDENCE
FROM: Lieutenant Yarod Zanata, aboard *U.S.S. Defiant*
TO: Korgel Talina, Bajoran militia stationed on Cardassian-occupied Terok Nor

My love, I know you won't see this message till the dust settles, but I must share this moment of victory. The Defiant broke through the blockade and is en route to retake Deep Space 9!

The battle was intense – we lost the *Sitak* and the *Majestic*. Seeing Cardassian battle cruisers raked by our phasers was a sight I'll not soon forget, but the true glory of the offensive belongs to the Klingon Defense Force led by General Martok. It was like a scene from a legend, Talina. In the thick of the fray, when needed most, the Klingon birds-of-prey came sailing out of the glow of the star and cut into the *Galor*-class ships like knives through a *hasperat* soufflé.

So often Starfleet must remain neutral, watch wars level civilizations, eschew involvement for the greater good. I get that, but *wraiths*, it was satisfying to finally strike in full fury at the power-hungry heart of evil. To hell with *any* empire that seeks to subjugate us. We Bajorans know that all too well.

Tell Quark to ready whatever spirits the Cardassians haven't guzzled. We're coming home. ▲

PERSONAL CORRESPONDENCE

qoH vuvbe' sus

("THE WIND DOES NOT RESPECT A FOOL.")

We are in the den of our enemy. Do not underestimate this new foe. Cardassians are more scheming than any *grishnar*. Fiercer than a wild *grint*. Even their most ancient of warriors will strike with the anticipation of a *krencha*, for they have outlived the other hunters and know how you will move.

Remember this as we fight upon the soil of Cardassia and you will not fail.

– Captain J'naQ ▲

PERSONAL LOG

erstwhile masters. When it was the Dominion, the Breen, and the Cardassians against the Empire, the Federation, and the Romulans, there was a certain evenness to the odds, but the plurality of Cardassians switching sides changed the momentum.

However, the Dominion took the betrayal poorly. Before they finally surrendered to the Empire and their allies, they bombarded the surface of Cardassia Prime, leaving billions of Cardassians dead. It was a final indignity, a dishonorable end to a people who had belatedly found the proper path.

The day when Chancellor Martok stood on the ruins of Cardassia with his allies was a great day, as the Empire celebrated its greatest triumph, no less sweet for having been shared with former enemies.

Since the end of the war, Chancellor Martok has consolidated his power base. He has restored the Order of the *Bat'leth* – which had grown largely ceremonial over the centuries – to its original purpose of enforcing the words of Kahless and the ways of honor among Klingons, and even retrieved the Sword of Kahless from where it had been lost in the Gamma Quadrant. New ships have been built to keep the Empire strong, and the worlds that fell to the Dominion have been restored to their former glory.

There are those who feel that Martok – a lowborn commoner from the Ketha Lowlands; the House of Martok didn't exist until he became a captain – should not sit in the chancellor's chair. That, while he did achieve the final victory, Chancellor Gowron did most of the work to fight the battle. But, as Kahless said, "The victor is the warrior who is still standing when the battle is over," and Chancellor Martok still stands!

In the wake of the Dominion War, the Federation has also been rebuilding, while the Romulan Star Empire has been the subject of a failed coup that has left their Senate murdered, and the usurper who orchestrated the coup dead. Cardassia has suffered tremendous devastation, and it will be decades before they are even a weak power again. The Breen have retreated to their own territory with their tails between their legs.

As for the Empire, if the past is any indication, their road to the future will be paved with battle, with glory, and with honor forevermore!

PUBLIC JOURNAL POST

PAUL WOODMAN, PROPRIETOR, WOODY'S SALOON, NARENDRA STATION

Since I opened up on the Federation frontier, only two Klingons have pushed through my swinging doors: Ambassador Worf and his son, Weapons Officer Rhozhenko of the *Ya'Vang*. Turns out they're big fans of the Wild West!

But last night another Klingon bellied up to the bar. "Name your poison, stranger," I said, expecting confusion on his part. Instead he replied, "Your best whiskey, not that watered-down swill you serve your regulars!" He roared with laughter at my surprise, then explained his friend Commander Riker of the *Enterprise* had told him what to say.

Captain Klag introduced himself then, and after a few drinks spun a tale of his *Gorkon* and the *Enterprise* battling the spirit of "Malkus the Mighty" and his mind-controlled minions at Narendra III. I'm not sure how much of it I believed, but I do like Starfleet and the Empire fighting together. That's the spirit behind this station, after all, inspired by the sacrifice of the *Enterprise*-C three decades ago while trying to protect the Klingons from a Romulan attack.

With all the troubles the quadrants have faced lately, it sure does bring a little hope! ▲

JOURNAL POST

PERSONAL CORRESPONDENCE

MARTOK, SON OF URTHOG, CHANCELLOR OF THE KLINGON HIGH COUNCIL, 2375

My Lady Sirella,

Surely you mock me for writing you in Sto-Vo-Kor, where I am certain you are criticizing Kahless the Unforgettable himself for how he deploys the Black Fleet. But, my beloved, you are more present to me in death than these councilors who feign to follow me like spoiled *targs* now that I finally sit in the chancellor's chair.

Finally, I say – as if I, a common soldier of the lowlands, sought any of this. I simply wanted to fight for the Empire. Perhaps it is fitting then that accepting the chancellorship led me to battle an unknown son and his mad mother to avenge the deaths of you, our daughters, and countless others.

Had I known its cost, would I have let Worf put this cloak around my shoulders? It is a heavy burden for a warrior alone in home and – I was about to write *heart*, but, no, your heart remains with me. Mine continues to beat only because yours is ever the stronger. And no one can oppose the beating of two Klingon hearts, as you know so well, my wife.

Qapla'

Martok ▲

PERSONAL CORRESPONDENCE

CHAPTER 02.30

THE KLINGON EMPIRE

KLINGON CULTURE

"KLINGONS ARE BORN, LIVE AS WARRIORS, THEN DIE."

– KLINGON PROVERB

INTRODUCTION

Forged from the heat of conflict, the Klingon Empire boasts a unique culture which has defined its people for uncounted generations. Though its history is one of violence and conquest, holding its civilization together is a multifaceted web of traditions, beliefs, and codes of behavior which to an outsider might at times seem contradictory. To a Klingon, as well as those willing to see beyond what they may have heard or read in stories conveyed by the uninformed or prejudiced, these values represent a way of life that is fulfilling not just to the individual but also the glory of the Empire itself.

The foundations of modern Klingon society trace back to the Age of Kahless the Unforgettable, the First Emperor, at a time when Qo'noS was embroiled in seemingly endless conflict. It was he who saw that extinction was the ultimate reward for continued conflict. Raising an army of his own, Kahless overthrew the tyrant Molor, ruler of one of the planet's largest warring tribes. In the wake of his victory, Kahless declared all Klingons to be a single people: the Klingon Empire. Recalling lessons learned from clerics in his youth as well as from leaders during his military service, Kahless challenged his soldiers to find worth within themselves, each other, and their families. He placed unwavering value in the idea of personal and communal honor, supporting these beliefs with a series of precepts equally applicable in times of peace and war. Bracing these teachings is what modern scholars understand to be an impressive collection of customs and rituals which are as intrinsic to Klingon civilization as the blood flowing through their veins.

HONOR

The concept of honor is woven throughout the fabric of Klingon history and society. Much as the Vulcans employ logic and reason to control the volatile emotions which almost destroyed their civilization, so too do Klingons use the concept of honor to harness their natural tendency to wage war and seek conquest. Kahless understood this and used it to channel his people's natural desire to achieve victory as a means of furthering Klingon civilization. Seeing value in one's self as well as their family is an essential quality of every Klingon, to the point that breaching any of the numerous principles surrounding honor casts shame on the individual offender as well as their family. Depending on the circumstances of the offense, such dishonor might tarnish a House's legacy for generations. Egregious crimes bring with them the risk of discommendation, in which the individual and perhaps their entire family is divested of their standing within the Empire. Descendants of the offender carry the same disgrace, perhaps through their entire lives.

In the beginning, Kahless's teachings and strict enforcement of honor carried a single purpose: uniting the Klingon people to stand as one against all threats to the Empire. This much was achieved centuries after his death, when Qo'noS was invaded by the Hur'q. The teachings of Kahless and the ethos he instilled carried forward through the generations, inspiring the Klingon people to rise up against

BLOOD OATHS

The earliest accounts of the Empire's often violent history refer to pacts and oaths between individuals and families, usually in the context of coming together to defeat a common enemy. The most common of these came to be known as the "blood oath," in which all participants vow vengeance upon another party. Such an oath can be an individual promise or one agreed to by multiple individuals. If someone is targeted by such a declaration, it stands to reason they have committed grievous crimes against those making the pledge.

Full understanding is required by anyone entering into such an accord. To renege on one's commitment to a blood oath is seen as a grievous dishonoring of all participants and their Houses. While most pacts of this sort are usually satisfied soon after the initial pledge, others can take years or decades to resolve. Regardless, the pact remains unbroken until all aspects of it are fulfilled or until the death of everyone who pledged themselves to the cause. Historians note that it is rare for modern Klingons to swear such an oath, but those from generations past have continued to honor the old ways, upholding their commitment until their dying breath.

their oppressors and reclaim their world. Vowing to never again yield before such an enemy, the Empire turned its attentions to the stars, determined to demonstrate to any and all challengers that the Klingon Empire would forever be a formidable enemy.

Society

In the centuries following the Age of Kahless and as the Empire increased its influence across Qo'noS, authority over distant territories fell to delegates who called those regions home. Most of these first provincial leaders were the patriarchs of prominent families, who in turn became "the Great Houses" of the Empire. While these Houses began as families linked by blood and marriage, they soon expanded to include those joining from other families due to special circumstances, such as taking in orphaned children or honoring the bond formed between soldiers during a time of conflict. In truth, many of these families are descendants of the original tribes which once waged war with one another until Kahless united everyone under a single banner.

To this day there exists varying levels of animosity between certain Houses, though the Empire's strict codes of conduct and honor preclude most disagreements from escalating to open conflict. Despite these potential obstacles, the leaders of these clans became founding members of the first Klingon High Council.

Role of Women in Klingon Society

The patriarchal nature of Klingon culture cannot be denied, but it is simplistic to say women serve no meaningful roles. Indeed, history shows women as a vital part of the Empire's success since its beginning. According to myth, the first Klingon, Kortar, and his mate united to destroy the gods who created them, pledging to forever stand together against all enemies.

Women serve in the military and at all levels of government and industry. At home, it is the eldest mother who holds ultimate authority on a great many issues, such as consenting to the joining of a family member's chosen mate to the family. There has been much debate and disagreement over the role of women in Klingon politics, especially during the 21st century when leadership of the Empire transferred from the emperor to the High Council. Laws were enacted prohibiting women from serving on the Council, but such decrees have often been disregarded when deemed prudent to do so. After Gorkon, Chancellor of the High Council, was assassinated in 2293, his daughter Azetbur ascended to the thrown and assumed his role, guiding the Empire into an early and ultimately fruitful peace treaty with the Federation.

Despite centuries of progress, the Empire maintains a largely caste-based society with an emphasis on the military. Though conquest and expansion is not a primary concern in the modern age which finds the Klingon people allied with the likes of the Federation, there remains a perceived need to present a strong defense as deterrent against potential invaders. This is a holdover from the age of oppression visited upon Qo'noS by the Hur'q, a fate most Klingons pledge will never again be allowed to occur. For a time, anything deemed not to support the military was seen as an extravagance if not outright waste. Scientists, doctors, engineers, and other technical specialists were held in low esteem unless their existence could be used to support warriors and their mission. While this is still quite evident in Klingon society, effective leaders have been able to convince the populace that such individuals, along with their knowledge and skills, bring their own form of glory to the Empire.

Rites and Rituals

The Klingon people hold in great esteem a number of ceremonial rites and other forms of expression. Expectations for personal behavior in these situations are as much an integral part of each individual as they are to the community as a whole. While some observances have been updated or even discarded as a reflection of evolving societal norms, others continue to be followed and cherished as essential components of one's life.

As an outsider might expect, many of these ceremonies and other rituals revolve around an individual's standing as a warrior among one's fellow Klingons. Dating back to the time of Kahless, such rites have reinforced the foundation upon which the Empire stands. They weave a fabric of cultural importance through one's life, offering support and guidance in times of uncertainty and a shared pride in the history of Klingon civilization.

Rites of Ascension

One of the earliest rituals any Klingon will undertake is to be recognized as a warrior in the eyes of the Empire. The initial stage, the First Rite of Ascension, takes place when the individual is still a child. During this ceremony, the child lights a *kor'tova* candle to represent the fire burning in his or her heart and announces their intention to follow the path of a warrior. In order to begin this journey, the Rite must be initiated before the child's Age of Ascension, their thirteenth year.

Within ten years of this initial declaration another ceremony, the Second Rite of Ascension, must also be completed. Unlike the first part of this journey, this new test is very rarely witnessed by outsiders but instead observed only by the participant's family.

Unlike the first part of this journey, the one seeking formal recognition must now face traversing a gauntlet of warriors. As each pair of sentinels strike the participant with ceremonial painstiks, the participant asserts that as of this day they are a warrior and stand ready to show their true heart. They further announce that they travel the River of Blood, which surrounds the mythical realm of Sto-Vo-Kor, the final resting place for the spirits of all Klingons who have lived and died with honor. As the participant continues the ceremony, they must also submit to the ultimate test of a warrior's strength: admitting their most intense personal feelings while enduring the painstiks. By passing through the gauntlet of sentinels and enduring their trial, they demonstrate their promise to uphold their personal honor as well as that of their family throughout their days until the moment they face their own death.

Rite of Majqa

Hidden beneath the mountain regions north of the First City on Qo'noS, the Caves of No'Mat harbor a network of lava flows deep within the bedrock which provide heat for a maze of underground springs. Here, channels of mineral-laden rock produce spring water which has been long renowned for its healing properties. Generations of Klingons have sought to take advantage of the water's proven restorative benefits. At some point untold centuries ago, as individuals and groups ventured to the caverns in order to meditate while enjoying the springs, reports of odd visions began to surface. While some dismissed them as mere hallucinations induced by heat and dehydration, others found them profound and mystical. Over time, the caves became a point of pilgrimage for

Gender Identity and Sexuality

As with many long-lived civilizations, it has required the advancement of science and technology as well as a shifting of communal sensibilities and efforts to understand the complex nature of gender identity and sexuality as it relates to sentient beings. While much of Klingon culture revolves around the concept of a male and female gender, particularly in the areas of reproduction, the past few centuries have brought with them an expanding awareness that gender identity goes far behind simple biology. Likewise, conventional notions of sexuality have also been challenged, pushing back against thresholds of acceptance. With greater insight into the nature of gender and sexual diversity comes increased acceptance and though there remains much progress to be made, Klingons appear to be weathering this evolution of understanding with far more grace than other societies facing similar challenges to established "norms." Some credit this admittedly recent development to the nature of Klingon culture itself, which from its beginnings largely embraced the notion of gender equality in theory if not always practice. To many, supporting such fluidity in gender and sexual identity is simply an expansion of a concept they already accept.



Klingons from all over the planet, followed in short order by groups participating in communal reflection and meditation exercises, with each visitor hoping to experience the strange effects of the springs. According to historians, visitors began coming to the caves in the hopes of communicating with specific individuals, such as a dead family member or even a noted figure from centuries of Klingon history. Some even claimed to have seen Kahless himself, though none of these encounters has ever been corroborated.

Many believe these early sojourns to the Caves of No'Mat and subsequent informal practices hold the seeds for what became the Rite of MajQa. Specific incantations and prescribed recitations were later recorded and shared, first among small groups and then to others as word spread about the popular destination. Individuals seeking whatever revelations the caves might offer spend days in intense meditation, reciting passages as appropriate to the reason for their visit. Those who have studied the ritual as it might relate to other honored Klingon sacraments believe the Rite of MajQa to be an effective catalyst for deep introspection of one's mind and perhaps even their very soul. Visions seen during the observance of this ritual are deemed to be of utmost importance to the affected individual. For many, undertaking the Rite of MajQa is a singular, life-altering experience.

R'uustai

Klingons place a great importance on family, and the only thing an individual fears more than dishonoring themselves is bringing shame to their House. In Klingon society, doing so can affect the standing of descendants as well as ancestors and even one's entire lineage if the offense is of sufficient gravity. Honor also demands that one person's shame is carried by their House, so it is only in the most extreme of circumstances that an individual is exiled from the family.

It is also a special cause for celebration when a family accepts an outsider into their House. On this occasion the Klingon accepting the new member performs the *R'uustai*, or Rite of Bonding. During this ceremony, the family's representative and the invited individual join together as siblings. Candles used as part of the ritual signify the new link forged to unite and strengthen the two families.

Ak'voh and the Death Ritual

Founded as it was on battle and conquest, the Empire's history is rife with customs and rituals involving the observance or acknowledgement of death. To an outsider, some of these rites might seem contradictory or at least inconsistent with one another, though historians tell us this is the normal consequence of a civilization which has evolved over thousands of years.

When a Klingon dies in battle, the *Ak'voh* calls for his or her fellow warriors to stand vigil over the body as a defense against predators, allowing the fallen's spirit to leave behind their physical form and begin their journey to Sto-Vo-Kor. The ritual has been compared to the Human custom of holding a wake, in which family and friends gather to honor someone who has died before formal funeral ceremonies take place. Modern Klingon society has largely eschewed the *Ak'voh*, preferring instead to simply deliver a more immediate ceremonial death howl while standing near the body. According to legend, the yell is intended as a forewarning to those whose spirits dwell in Sto-Vo-Kor that another Klingon warrior will soon arrive in their midst. With the ritual completed, many Klingons are content to dispose of their fallen comrade's body in as expedient a manner as possible, as it has served its purpose and is now merely an empty shell.

The Right of Vengeance

Just as there are customs surrounding the death of a family member or respected warrior, so too does Klingon society include codes of behavior for bringing about the death of someone believed to have dishonored an individual or a House.

The Right of Vengeance is privilege claimed by a Klingon who seeks retaliation against someone who has wronged them or their family. Any citizen of the Empire can assert this right, which usually takes the form of a duel or other contest between the claimant and those upon whom retribution is sought. Such disputes are typically only resolved upon the death of one of the participants. Honor is only restored if the one declaring the Right of Vengeance is the victor. While the practice is still observed in modern Klingon society, only in rare circumstances is it asserted against the family of someone accused of bringing dishonor. Many Klingons opt against taking such action unless they are able to face the actual transgressor.

Mating Rituals

In Klingon society, courtship and mating practices are as shrouded in customs and rituals as nearly every other aspect of life. In this regard, Klingons tend to observe traditional relationship arrangements, with great emphasis placed on vows of fidelity and mutual respect toward one's partner. Such observances begin when a Klingon daughter reaches the age when she can legally choose a mate. She receives from her family a traditional amulet known as a *jinaq*, which she wears until she makes her selection.

The process of courting a potential life partner is typically carried out by means of several traditions dating back hundreds of years. Many of these practices involve preliminary encounters which can vary in their levels of romance as well as violence. They can begin innocuously as participants each sniff the other's arm before drawing blood with a knife. What happens next depends on the individuals involved, but bruises, lacerations, and broken bones are not uncommon during these mating rituals. Prospective lovers might even engage in personal combat as a test of a mate's

compatibility. Many a Klingon has accepted the challenge of reading love poetry to their companion, who responds by throwing heavy objects at the reader. Avoiding injury while continuing to read is considered a worthy achievement.

Committing to a partner includes an elaborate wedding ceremony, but making such a pledge can also be done at the conclusion of a mating ritual. Reciting an oath of marriage in the presence of one another, even without the attendance of witnesses or spiritual leader, is considered a valid compact in the eyes of Klingon law. Both partners must agree to recite their part of the oath to validate the marriage as an equal joining of mutual consent in order to be recognized from a legal standpoint.

Bre'nan / Kal'Hyah

When Klingons decide to celebrate their joining with a formal wedding ritual, there are a number of preliminary tasks which must be completed before the actual ceremony can take place. For the bride, asking to join her groom's House includes passing a rigid evaluation by the mistress of that House, typically the groom's mother or other female given that distinction in her stead. One of the demands placed upon the bride is the *Bre'Nan*, a series of grueling physical and mental tasks that test the bride's worthiness to join the groom's House. Though individual duties can vary based on the whims of the mistress; common assessments include knowledge regarding the history of women in the groom's family as well as the ability to carry out various ceremonial functions expected of a House's wives and mothers. If the bride fails any of the tests put before her, the mistress holds the right to cancel the wedding.

Meanwhile, grooms face the *Kal'Hyah* or the "path of clarity." According to ancient texts, this is intended to be a mental and spiritual journey embarked upon by the groom and his closest male companions. The ritual requires four days to complete, during which the groom's party sings songs and enjoys fellowship while completing a series of six trials: deprivation, blood, pain, sacrifice, anguish, and death. Each trial requires the participants to give something of themselves to demonstrate their loyalty to the bride and the family she is joining.

Weddings

Upon successful completion of the *Bre'Nan* and the *Kal'Hyah*, the bride and groom can now be married. Klingon weddings are elaborate affairs. It is as much performance as it is ceremony. The official chosen to preside over the wedding – traditionally a female Klingon – recounts the story of the Klingon creation, in which gods forged the heart of the first Klingon, Kortar, out of fire and steel. Then, realizing he needed companionship, they fashioned for him a mate.

According to the legend, while Kortar's heart was "strongest of all creation," the heart belonging to his mate was "tempered by wisdom." It is she who told him, "If we join together, no force can stop us." After deciding they prefer to seek their own destiny without need for deities, Kortar and his mate "destroyed the gods who created them and turned the heavens to ashes." The message from the myth is clear: Husband and wife are equals, with neither having power over the other. After the story's recitation, the bride and groom wield *bat'leths* and carry out a mock battle against one another as a representation of the struggle that is their two hearts beating as one. Once their battle is concluded, they recite their wedding vows, pledging to stand together forever against all enemies. The ceremony is concluded when their guests symbolically "attack" them with large staffs known as *Ma'Stakas*, ceremonial weapons meant to symbolize how soldiers of the tyrant Molor attacked Kahless and his bride, Lukara, on their wedding day.

Divorce

Even with a culture as devoted to the idea of marriage being a lifetime commitment, divorce is still prevalent – and even more so in the modern age than in times past. Unlike the intricately detailed nature of weddings and the rituals leading up to them, divorce in Klingon society is very straightforward. One can divorce a mate in moments, simply by hitting their spouse with a backhanded strike across the face before reciting the established incantation, "*N'Gos tlhogh cha*," which translates as "Our marriage is done!" The divorce is final when the one proclaiming the end of the marriage spits on their spouse. As with the simple, straightforward oath of marriage that bypasses the traditional wedding, no witnesses or officiant are required to be present for divorce proceedings.

Hegh'bat

It is a tenet of Klingon society that dying in battle or defense of one's family is the ultimate honor a warrior can hope to earn in this life. Such sacrifice is believed to grant entry to Sto-Vo-Kor, the Klingon afterlife. However, honor takes many forms, and there are those who believe growing so old or feeble that they become a burden to one's family is to bring shame upon themselves and their House. In these circumstances, a Klingon can elect to perform a *Hegh'bat*, the ritualistic ending of one's own life. While the name implies this is an act performed alone, in practice the *Hegh'bat* requires the assistance of the participant's eldest son or other family member if necessary. This person presents a ceremonial knife to the afflicted Klingon, who uses it to stab himself or herself in the heart. Once they have died, the assistant removes the blade and wipes the dead warrior's blood on his her own clothing, signifying the sacrament's completion.

Though not widely practiced in modern society, there are still Klingons who hold reverence for the old ways and have assisted with *Hegh'bat* ceremonies, and who vow to undertake the rite when they feel their time has come.

Religion

As with many cultures, the Klingon Empire boasts a broad range of myths and legends, a number of which constitute some form of religious conviction. Many Klingons believe all life originated in a fabled paradise known as *Qui'Tu*, the exact location of which has been disputed throughout history. Some believe it to be somewhere near the present day First City on Qo'noS, while others are certain all life originated far across the cosmos before something far greater than mere mortals saw fit to deposit it on the homeworld.

Much of what one might describe as religion is largely absent from most Klingon belief systems. While gods are recognized, Klingons do not submit to them as deities to whom fealty or servitude is pledged. Indeed, shunning the will of gods in order to seize one's own destiny is a theme that resonates through many Klingon belief systems. The first Klingon, Kortar, is believed to have slain the gods who created him, a crime for which he was condemned to the afterlife as master of the Barge of the Dead. His eternal penance is to ferry the souls of dishonored warriors to the purgatory of Gre'thor.

There are those who believe the source of such tales is rooted in closely guarded accounts from the earliest days of recorded history depicting the arrival on Qo'noS by representatives of a non-Klingon race. Wielding technology and exhibiting abilities that would have made them appear as gods, these visitors enslaved the nascent Klingon civilization. Only after resistance fighters gathered enough followers and weapons to oppose these would-be conquerors were the visitors repelled and banished from Qo'noS.

Kahless, Founder of the Klingon Empire

Perhaps the only figure in Klingon mythology to be revered without question is Kahless the Unforgettable. Most legends surrounding Kahless assert that he forged what became the Klingon Empire himself through sheer force of immutable will. As Qo'noS was awash in the chaos of warring factions vying for control of territory and resources, it was Kahless who emerged from obscurity as a visionary determined to bring together the disparate nations.

After defeating his foremost rival, the tyrant Molor who ruled over much of the planet, Kahless united all Klingons under the common principles of personal and familial honor. Urging his increasing legions of followers to eschew the barbarity, greed, and toxic self-interest which had fueled conflict among them for so long, he championed a warrior philosophy of conduct which permeates Klingon culture to this day. Unlike those of many gods, the name Kahless is uttered with great reverence by all but the most ignoble of Klingons. On Qo'noS, there are perhaps more legends surrounding him than all the gods combined. Portraits and statues of Kahless adorn many homes, and the myths which have sprung up around his life rival those of any deity. Every year, Klingons on Qo'noS as well as worlds throughout the Empire celebrate the *Kot'baval* Festival, an observance of Emperor Kahless's victory over Molor and the founding of what became modern Klingon civilization.

Upon his death, Kahless vowed to return from the afterlife and lead the Empire once again. As legends tell it, he pointed to the sky and indicated that a distant star would be the first to witness his homecoming. Over time, the Empire's greatest spiritual and scientific minds argued over the meaning of their revered leader's dying words. After the Klingon people developed the ability to travel in spacecraft faster than light and the concepts of colonization and conquest began to take hold, it was determined that Kahless had pointed to a star with but a single planet orbiting it. This world was chosen as the site for one of the Empire's first off-world colonies: Boreth. However, rather than using the planet to expand the Klingon population outward from Qo'noS, it was decreed a holy site. The only structure constructed was a monastery committed to the legacy and teachings of Kahless, occupied by clerics charged with awaiting the emperor's return to the realm of the living.

After more than fifteen hundred years, Kahless did indeed reappear in 2369 in the caverns beneath the Boreth monastery. However, it was soon learned this was a clone – a replica of Kahless created from a fragment of the original emperor's genetic material. Programming him with all of his knowledge and experiences as recorded in ancient texts, the clerics hoped to give this "new Kahless" to the Klingon people as a means of uniting them and halting corruption and the loss of once-venerated traditions and values. He is not truly Kahless returned from Sto-Vo-Kor, but this "heir to the emperor" serves as a guide, an example of what Klingons once were and what they could be again if they return to the ways which defined their civilization. Though many Klingons resisted this notion and continue to do so, there is a growing faction who believe this may even be in accordance with what Kahless truly meant when he made his promise; he does not need to return so long as the people are inspired to follow his teachings while thinking and acting with the honor that defines the Klingon Empire.

Sacred Texts and Revered Historical Objects

A number of items from the Empire's long history hold special meaning to many Klingons. Foremost among these are weapons and other articles believed to belong to the first emperor, Kahless. Stories about the *bat'leth* he created are a cornerstone of Klingon mythology, with Kahless recounting how he dropped a lock of his hair into a river of lava from the Kri'stak volcano and cooled it in the Lake of Lusor before forging it into the formidable curved, multibladed weapon he used to slay his most formidable enemy, the tyrant Molor. Since that time, *bat'leth* design and manufacture has remained consistent. While the size, weight, and configuration of blades are modified to the needs and desires of the individual owner, every *bat'leth* remains faithful to "The Sword



THE SWORD OF KAHLESS

of Kahless." Following his death, Kahless's bat'leth took on a hallowed status among the Klingon people, with visitors from across Qo'noS venturing to the First City to behold the Sword with their own eyes. Centuries after Kahless journeyed to Sto-Vo-Kor, the *bat'leth* was stolen by the Hur'q during their invasion of Qo'noS, and interest in its whereabouts sparked generations of historians and treasure seekers.

Also held in high esteem is the armor worn by Sabak, a warrior from the Heroic Age of Qo'noS who slew many of Molor's soldiers in the days before Kahless rose to guide the Klingon people to a new era of civilization. The chest plate and helmet he wore in battle are on display in the Hall of Warriors located in the First City on Qo'noS. Another item passed down through the ages is the Emperor's Crown. Beginning with Kahless, the decorative headpiece was worn by all emperors until power was shifted in the 21st century to the Klingon High Council as led by a chancellor. The crown itself is kept with other valued artifacts in the Great Hall which serves as the Council's formal meeting place. Another item linked to Kahless is the Knife of Kirom, which is believed to be over a thousand years old and the only blade ever to draw blood from the first emperor during battle. The weapon still carries the stains of that day, and it is stored in a secret location on Qo'noS where no Klingon is permitted to touch it. Stories of the blade's mystical powers as evidenced by its ability to pierce the skin of the mighty Kahless remain popular as parables with which to entertain children.

STO-VO-KOR

A cornerstone of many Klingon belief systems and the one true holdover from a time when religion carried far greater influence is the notion of an afterlife, an enchanted realm that is an eternal sanctuary for those who have died with honor in service to the Empire and one's family. According to Klingon mythology, Sto-Vo-Kor is the final reward granted to those warriors who perish during battle or while carrying out an epic, heroic deed.

The journey of one's honored spirit to the afterlife begins within moments of death, when fellow warriors, family members, or close friends stand guard over the body. They initiate a ritualistic death howl announcing the imminent departure of a warrior from this plane of existence. What happens after they say farewell to their dead comrade varies depending on one's religious beliefs or other cultural practices. Some segments of Klingon society still observe the *Ak'voh*, in which the companions guard the body against predators, affording the dead warrior time to leave begin crossing to the afterlife.

Sto-Vo-Kor is said to be surrounded by the River of Blood and its halls guarded by the spirit of Kahless the Unforgettable himself. Only warriors who fall in honorable combat or while performing some selfless or courageous act are permitted to cross the river and request entry. Should the fallen Klingon be deemed unworthy, they are cast away from Sto-Vo-Kor and instead sent to the Barge of the Dead. Ferried to the underworld Gre'thor, the dishonored dead endure unending damnation and punishment. Those judged to be deserving of Sto-Vo-Kor join Kahless and all true warriors of the Black Fleet, waging eternal battle against noble foes.

Even if you do not die in combat or while carrying out some other worthy feat, entry to Sto-Vo-Kor can still be obtained. Allowing yourself to be killed by a fellow Klingon is one option, but the more glorious route comes at the hands of someone winning a great battle in your name. In order to assure your acceptance to the afterlife, the other person must face the same level of peril you would encounter in battle. They must be willing to give their life to your cause. Only then can your entry to Sto-Vo-Kor be achieved.

Though not all Klingon faiths and customs include a belief in Sto-Vo-Kor, most include some reverence for an afterlife, often accompanied by the idea of continuing to fight for the Empire until the end of time itself.

FEK'LHR AND GRE'THOR

Just as Kahless is regarded as the ultimate warrior and guardian of the Empire in this life and the next, Fek'lhr for all eternity represents everything considered dishonorable in Klingon society. Though he has been depicted in many forms over the course of history, his most common representation is that of a disfigured Klingon, more beast than sentient being as many believe Klingons were in the days before the Heroic Age of Qo'noS and the rise of the Empire. Cast out from *Qui'Tu*, the place from which all life is believed to originate, Fek'lhr was condemned to the underworld of Gre'thor, where he awaits the arrival of those unfit to enter Sto-Vo-Kor.

Dispatched to the afterlife aboard the Barge of the Dead, the souls of dishonored warriors sail across crimson waters that are home to packs of *Kos'Karii* serpents. Those who survive the lure of these creatures arrive at the shores of Gre'thor, where Fek'lhr offers them final pronouncement of their fate: consignment to unending torment and the knowledge their dishonor stains their family legacy as long as the stars burn in space.

CHAPTER 02.40

POLITICS OF THE EMPIRE

"A LEADER IS JUDGED NOT BY THE LENGTH OF HIS REIGN BUT BY THE DECISIONS HE MAKES."

– KAHLESS THE UNFORGETTABLE

POLITICAL STRUCTURE

Rule over the Klingon Empire began as a dynastic monarchy during the Age of Kahless, with the emperor acting as supreme authority over the Klingon people. Descendants of Kahless – at first those possessing direct lineage and later drawn from members of his ever-extended family line – provided the succession of emperors. This practice continued for hundreds of years after Kahless's death until the 21st century, when the last emperor, Koth, died without leaving an heir or naming a successor. It was decided that the High Council would assume all the duties normally reserved to the emperor. While voting not to abolish the practice of having an emperor, the Council elected to create a new role, a chancellor, to lead the group. This individual would preside over all Council activities, serve as the final authority on all decisions and initiatives put into motion by the Council, and represent the Empire to the Klingon people as well as foreign powers in a manner similar to that once performed by the emperor.

Today, the High Council is the Empire's primary government authority. When clerics from the planet Boreth revealed they had created a clone of Kahless from the First Emperor's genetic material, the High Council decided to install him as a head of state. From this largely ceremonial position, this "second coming of Kahless" continues to inspire all Klingons by espousing the teachings and values of the original emperor and carried down through the ages by all citizens of the Empire. Full governing power remains with the chancellor and the High Council.

THE KLINGON HIGH COUNCIL

In its current form, the High Council is the ruling body of the Klingon Empire, charged with overseeing all internal, political, diplomatic, and military matters of interest and concern to the Klingon people. As it has for centuries, the Council meets and conducts all of its business within the walls of the Great Hall, the ancient fortress which lies at the heart of the First City on Qo'noS and from which the seeds of the Klingon Empire were sown. The Council chamber is located on the Great Hall's main level. It consists of high, stone walls and a curved ceiling, with alcoves at regular intervals along its walls that hold busts representing each of the emperors who once occupied this hallowed room. A massive statue of Kahless greets visitors at the chamber's entrance, while an ornate stone throne is positioned at the room's far end. Originally the station from which Kahless himself and all subsequent emperors ruled the Klingon people, it now serves as the seat of power for the Chancellor.

The origins of the High Council trace back to the time of Kahless, with the leaders of the planet's Great Houses serving as informal advisors to the First Emperor. These positions were filled in a manner similar to that of the emperor, with a family heir moving into the role upon the incapacitation or death of their predecessor. Over time, the Council formalized the process for appointing new members, expanding the number of seats beyond those represented by the Great Houses to allow for individuals who might speak for other castes of Klingon society. This tradition and the Council's duties as informal advisors to the emperor continued until the 21st century, at which time full leadership of the Empire was transferred to the High Council. Its first action was for its members to select one from among their number to serve as their leader – a single official to whom final authority for all matters of state was entrusted. This role was officially recognized as Chancellor of the High Council. In 2369 and with the emergence of a clone of Kahless the Unforgettable, the High Council agreed to reestablish the position of emperor so that he might serve in a ceremonial capacity. While he is invited to advise on matters put before the High Council, he carries no authority to make decisions or act unilaterally on behalf of the Empire.

At present, two dozen councilors serve on the High Council, with the Chancellor presiding over all matters. Tradition and formal procedures outline and tend to guide the process of selecting who serves on the Council. Likewise, there exist formal procedures for terminating members from their positions. Even with these protocols in place, the Chancellor is empowered to unilaterally add and remove members under



certain unusual or even extreme circumstances. Corruption or acts of dishonor are the most common reasons to undertake this usual step.

The High Council acts as a legislature, making the laws and policies that govern the Empire and its citizens. All proposed legal measures are put before the entire Council for discussion and refinement after being brought by the Council member representing the commission or department whose purview it falls under. These deliberation sessions are usually open to the public, with interested citizens permitted to witness debates and votes from an observation gallery high above the Council chamber's main floor. The primary exception to this long-standing tradition is when urgent matters of security or other sensitive subjects are considered. On these occasions, a number of measures are employed to insulate these meetings from the prying eyes and ears of spies who may be sympathetic to outside influences if not outright working for a foreign government. During public proceedings, onlookers are not permitted to speak or otherwise disrupt the Council's work without first being addressed by someone from the floor. Councilors have sometimes prepared their presentations for their colleagues and the Chancellor by including members of the public to contribute their opinions or questions to the discussion. Chancellors have also often looked to the visitors to solicit reactions to points being debated by the Council.

In addition to serving as executive advisors to the Chancellor as well as the ruling body responsible for crafting and enacting laws and other regulations, the High Council is also the final authority in all civil and legal matters involving the entire Empire. Included among their duties is presiding over trials brought before them by prosecution and defense litigators which are considered of sufficient importance they exceed the scope and constraints of regional and district courts and judges. Appeals of prior convictions in those lower courts can also be brought before the Council by way of petition on behalf of the defendant. Councilors officiate such proceedings in a manner similar to a supreme court, and their determination of guilt or innocence of crimes against the Empire is considered final. In these situations, the Council is empowered to adjudicate against an individual as well as their entire family, with the Chancellor having final disposition over the accused. For truly heinous crimes and other severe offenses, the impact against a defendant's House can have lasting impacts.

On extreme occasions, the High Council may be called upon to carry out the act of discommendation against a Klingon citizen. When each councilor finds an accused Klingon guilty of treason or other comparable high offenses against the Empire and only after the Chancellor has ruled accordingly, the Council acts to strip the accused of their honor as well as their social status within Klingon society. The offender's

family is also spurned, including their descendants for the succeeding seven generations, leaving them with few legal rights within the Empire. One of the most notable examples of discommendation came in 2366, involving Worf, son of Mogh and a Starfleet officer serving with the rank of lieutenant aboard the Federation's flagship, the *U.S.S. Enterprise*. He was brought before the High Council and informed his father had been charged posthumously with treason for actions supposedly taken during the Romulan attack on Khitomer in 2346. Worf, assisted by his captain, Jean-Luc Picard, learned the truth behind the incident, that it was Ja'rod from the House of Duras who colluded with the Romulans against the Khitomer outpost. In a display of egregious dishonor, the Council (as then led by Chancellor K'mpec) chose to ignore this evidence for fear of igniting a civil war within the Empire. To avoid this disastrous turn of events, Worf elected to remain silent on the matter and accept discommendation from the Empire. The following year and after K'mpec's death, his successor, Gowron, returned Worf's family honor and reversed the earlier discommendation.

While the Council prefers not to involve itself in disputes between Houses, there are occasions when the only solution is arbitration between the heads of the involved families. Despite its official neutral stance on such matters, the Council on numerous occasions over the course of its history has found itself embroiled in conflict and other plots put into motion by one or more of the various Houses. There have even been attempts perpetrated by individual councilors with an aim of seizing additional seats or other enhanced influence on the Council itself. In rare instances such schemes have resulted in the deposing of fellow Council members or even the Chancellor. When the head of the High Council is removed, whether by legitimate or nefarious means, a replacement is selected in accordance with rules in the Rite of Succession.

Chancellor

When rule of the Empire shifted from that of an emperor to the High Council, a new position was created: chancellor, which combined the ultimate decision-making power an emperor once held with the pragmatic, democratic role of overseeing issues and decisions brought forth by the Council. The first chancellor was selected by a vote held by the councilors following the death of the last emperor, Koth, in the 21st century. A chancellor typically serves in that capacity until their natural death, and each subsequent leader has been chosen via the Rite of Succession. In much rarer instances, a family member can ascend to the position if the chancellor's death is determined to be the result of murder or other abnormal means. A challenger could also depose a chancellor and assume the role, provided they bested the current leader in ceremonial combat.

The chancellor is understood to be the face of the Empire, not only to the Klingon people but to other interstellar powers. While the Empire dispatches ambassadors and other diplomatic specialists to work with their counterparts from other governments on all manner of topics of interest to the Empire, the chancellor plays a primary role in the facilitating of treaties and other agreements, and casts the final decision as to whether such accords go forward.

The chancellor presides over the High Council, leading discussion and debate on all matters brought before them pertaining to the Klingon people. While the Council votes on new resolutions, laws, and other pressing issues, it is the chancellor who holds ultimate authority to enact such rulings. Likewise, the chancellor is granted broad authority to suspend or rescind laws and regulations, but such action must be justified by a demonstrated compelling interest so far as its impact on the Empire as a whole.

When the Council officiates any legal proceedings, it is the chancellor who sits in final judgment and casts the binding decision. When an accused is found guilty of a crime against the Empire, the chancellor is granted wide latitude with respect to the severity of punishment up to and including discommendation. Likewise, while members of the High Council carry authority to commute sentences for certain levels of offenses, only the chancellor holds the power to rescind a discommendation.

With the arrival of the clone of Kahless the Unforgettable in 2369, there were those Klingons who believed there should be a return to the old ways and a reinstatement of Kahless as emperor. While Chancellor Gowron agreed with the idea, the decision was made to make this a ceremonial position, a moral guide who could inspire the Klingon people to once again embrace those teachings of the original Kahless that could return the Klingon Empire to the greatness its first emperor envisioned.

The Rite of Succession

The chancellor of the High Council traditionally serves in this capacity until death. They can also elect to step down due to extreme age or if they are in poor health, but this has happened only once in the more than two centuries since the role's creation. When either of these scenarios occurs, a Rite of Succession must be performed. This is the formal process that determines who will become the new chancellor, with that individual receiving upon their appointment the total support and confidence of the Council as they ascend to the throne.

In the event the chancellor's death or retirement is anticipated, they ordinarily will select the person who will oversee the proceedings. This individual is known as the Arbiter of Succession. While this traditionally has been someone close to the chancellor who has gained an immutable level of trust, there have been rare exceptions. In 2367, when he was facing his own death in the midst of political strife between several of the Great Houses and the High Council, Chancellor K'mpec chose Captain Jean-Luc

Picard of the Federation Starfleet to serve as Arbiter of Succession. The announcement sent shockwaves through the Council and other Klingon officials, furthered by K'mpec's stated rationale that he could trust no Klingon to serve honorably in this vital role. Not publicly shared at this time was K'mpec's admission to Picard he was dying as the result of slow poison administered to him over the course of many months. Fearing one of the challengers for his seat might be responsible, he solicited the captain's help to ensure a fair and proper Rite of Succession was conducted for the good of the Klingon people.

Upon an outgoing chancellor's death, the Arbiter of Succession presides over a *Sonchi* ceremony, in which the deceased leader's body is shocked with painstiks to ensure they are in fact dead. With that completed, the Arbiter announces the two strongest and most qualified challengers who will compete to succeed the previous chancellor. This proclamation is followed by the challengers fighting each other to the death. The survivor of this contest earns the right to be named chancellor and assumes their new role with full support of the High Council.

In the event a chancellor's death is the result of unnatural causes such as assassination, a family member can ascend to the position in their stead. After his murder by conspirators in 2293, Chancellor Gorkon's daughter, Azetbur, claimed the chancellorship and to date is the only woman to have served in such a capacity. On rarer occasions, a chancellor can be deposed if they are challenged to ritual combat. In 2375, Lt. Commander Worf defeated Chancellor Gowron in just such a contest and was immediately recognized as the Empire's new chancellor. However, he instead named General Martok, a close and trusted friend and noble warrior born of a common family rather than one of the Great Houses. Though Martok had never sought such a role in Klingon politics, Worf knew he would serve the Empire with honor as he had throughout his life, and convinced him to accept the chancellorship by quoting Kahless: "Great men do no seek power, they have power thrust upon them."

COUNCILORS

The Council serves a number of functions as consultants to the chancellor. Each councilor serves as the leader of a commission of the Klingon government, answerable to the chancellor on all matters pertaining to their area of responsibility. Among the more prominent departments are defense, intelligence, diplomacy, commerce, energy production and regulation, science, infrastructure, environmental and resource management, education, security, justice, and public health. Within their respective departments, councilors are given wide latitude with respect to staffing, agenda and task prioritization, use of personnel and resources, and other related subjects. However, they are required to submit their proposals and recommendations to the Council for debate and a vote, with all final authority for approvals or refusals at the chancellor's direction.

General Martok Becoming Chancellor

OFFICIAL PUBLIC RECORD; LEADERSHIP PRIORITIES OF THE KLINGON HIGH COUNCIL UNDER CHANCELLOR MARTOK, 2375

1. Purge the High Council and Great Houses of corruption and dishonorable practices.
2. Make the Council and its powers of polity more accessible to common subjects of the Empire.
3. Improve diplomatic relations with the Empire's allies.
4. Reform the Oversight Council's red-tape requirements for becoming an officer.
5. Open an official inquiry into the causes of poverty in the Ketha lowlands.
6. Join the Interplanetary Campaign for the Abolition of Internment Camps and Forced Combat.
7. Commission songs of honor for the fallen heroes of the Dominion War and decree an annual Day of Remembrance.
8. Renew efforts at expansion and exploration into the Shackleton Expanse for resources to aid in accelerating our rebuilding schedule.
9. Subsidize the fine bloodwine market.
10. Outlaw unnecessary paperwork. ▲

PERSONAL LOG

As the Council is also responsible for officiating over legal matters, particularly those involving high crimes against the Empire, they serve as both jury and judges throughout such proceedings. After hearing the evidence and listening to witness testimony, councilors deliberate before reaching a verdict, with the chancellor holding final sway over their decision as well as the authority to prescribe punishment. Councilors are often selected to hear appeals for previous convictions, and depending on the nature of the offense they hold the power to commute sentences. Considerations for appeal for grievous crimes such as treason must be heard before the entire Council, and once again the chancellor casts the deciding vote.

When the High Council is called upon to mediate over matters pertaining to any of the Great Houses, a councilor with no ties to any of the impacted parties is assigned to officiate the arbitration process. If no Council members meet these criteria and to avoid any potential conflicts of interest, a judge from the district court level is appointed special arbiter status, answering directly to the chancellor for the duration of the mediation.

Council sessions take place in the Great Hall. All councilors are required to attend sessions for the duration of the scheduled agenda, including votes on all key legislation. When not in session, councilors return to the respective regions over which their Great Houses have traditionally

presided for centuries. While prefects and their respective staffs are charged with maintaining the law in these provinces, these officials remain responsible for such matters to the individual councilor, who in turn reports on their status to the chancellor and the rest of the High Council.

ADVISORS

Along with their respective staffs and other officials working at different levels of the Klingon government, the chancellor and the members of the High Council rely on a host of advisors to provide mentoring and counsel on various matters. Such individuals are called upon precisely because they can provide comprehensive knowledge on their field of expertise. Some advisors are appointed as members of committees or other entities reporting to the Council. This is most often the case in matters relating to the military or intelligence and internal security as the chancellor and councilors overseeing those departments. The commanding general of the Klingon Defense Force, for example, enjoys a direct line of communication with the chancellor, who relies on him for his invaluable perspective on issues pertaining to the Empire's military standing against its interstellar rivals.

Other advisors are independent counselors, hailing from all walks of life. Farmers, scientists, engineers, teachers, doctors, and spiritual leaders are some of the vocations who lend their unique insight to assist the chancellor and High Council on an informal basis. While some are approached because of their status within a given industry or field of specialization, others might simply be family members or old and trusted friends, someone with whom the chancellor or councilor attended school or served in the military or worked with before entering politics.

Advisors are frequently called upon to attend sessions of the High Council, where their knowledge can be brought to bear as Council members discuss and debate issues or legislation. Their role is intended to be neutral rather than championing any particular course of action the Council may be considering. Formal advisors are prevented from offering any counsel which might be perceived as carrying a political bias. Likewise, laws prohibit the politically motivated appointment of advisors and other subject matter experts to the various government committees and other initiatives. Because of this legal enforcement, advisors in these positions typically find themselves serving for decades, providing steadfast guidance even as the Council evolves with new members, political outlooks, and agendas.

AMBASSADORS

Like most of the major interstellar powers with which the Empire interacts, ambassadors are usually the first line of diplomacy for the Klingon people. Selected for their positions by the chancellor and the High Council, ambassadors are appointed the official representatives of the Empire and sent to each of the worlds with which an ongoing dialogue has been established.

The mission of an ambassador is two-fold: acting as the ranking Klingon government representative when interfacing with leaders of the hosting planet, and advocating to the chancellor and High Council on behalf of their host. The Empire's positions and concerns are communicated to the host planet's leadership through this representative as a precursor to direct communication between the chancellor and the other planet's counterpart.

Ambassadors are usually posted to such planets with a full staff of advisors and other support personnel, many of whom choose to bring their families to accompany them. Naturally, their ability to enforce Klingon law extends to the limits of whatever embassy and adjacent territory is allotted to them by the host nation, which of course has the authority to confine them to that area or even expel them from the planet if circumstances warrant such drastic measures. Expulsion is a rare event, even when tensions between the Empire and the other power run high, with the ambassador and their team doing everything they can to engage the host leaders and reach an accord. For example, a Klingon ambassador to the Federation has continuously remained on post since the first envoy was sent to Earth in the 23rd century, continuing to carry out their duty even as political disagreements escalated to the point of war. During those periods, the ambassador and staff were prohibited from leaving Klingon embassy grounds except when explicitly summoned to meet with the Federation President.

Ideally, no interaction between the two powers takes place without the ambassador's involvement, including matters of a sensitive nature or high security. The ambassador serves as a buffer between the leaders of both states, communicating concerns from either side while working to maintain a positive working relationship. Wars have been avoided thanks to the diligent efforts of engaged ambassadors and their staff. In a Galaxy that seems to grow smaller each day while allies and enemies seem to move ever closer, the value of an effective ambassador cannot be overstated.

DIPLOMATIC RELATIONS

Despite their propensity to prefer battle to discussion, the Empire does make great effort to maintain civil discourse with the neighboring rival interstellar powers. In addition to the ambassadors dispatched from Qo'noS to represent Klingon interests to each of the other governments, negotiations for trade and mutual assistance are ongoing initiatives carried out by members of the Klingon Diplomatic Corps. There was a time when such overtures were undertaken as mere concealment for the gathering of intelligence and preparation for possible conflict against one of the other nation-states. Joining with the Federation to sign the Khitomer Accords in 2293 caused a shift in priorities for the Empire, as the Klingon High Council

began to see the advantages of pursuing partnership over conquest. However, relations with other rivals and would-be enemies continue to be cause for concern.

The United Federation of Planets

Since their first encounter with Humans in the mid-22nd century, the Empire's early relationship with the people of Earth and later the Federation can be characterized as uneven. Long years of troubled peace were interrupted with brief yet intense periods of open hostilities and even outright war. The early to mid-23rd century saw the most conflict between the two powers, but even as tensions mounted and armies clashed there were those on both sides who strove for harmony if not total peace. What can only be deemed a seismic shift between the two rivals occurred near the end of the 23rd century when the Federation pledged to assist Qo'noS in the wake of the Praxis incident.

Today, the Empire enjoys a mostly stable relationship with the Federation and while the two powers may not always see eye to eye, there remains a grudging respect, with each side coming to the aid of the other during times of crisis. Their alliance during the Dominion War and their shared victory is a shining example of how two formidable foes came together to defeat a common enemy and enjoy the rewards of the ensuing peace. Away from matters of conflict, the Khitomer Accords afford the Federation a previously unavailable opportunity to explore largely uncharted areas of space beyond Klingon territory. The Shackleton Expanse and the establishment of Narendra Station with its joint Federation-Klingon crew at the gateway to this new region offers much potential for further strengthening this bond between two former adversaries.

The Romulan Star Empire

As is true with the Federation, Klingon relations with the Romulans have undergone a tumultuous history. During the mid-23rd century, there were attempts to work with them in a technology sharing initiative, exchanging Klingon weapons designs for information about their cloaking field generators. During this same period, both the Klingons and Romulans agreed to establish a diplomatic presence on the third planet of the Nimbus system, located in the region of space intersected by the Neutral Zones separating territory claimed by the three powers. While that peace initiative failed in short order, there remained a desire from the High Council to share technology and information with the Romulans. According



to intelligence reports, there even were preliminary plans for the two rivals to ally themselves together in an offensive against the Federation.

Relations between the Klingons and the Romulans deteriorated near the turn of the century, and by the 2340s and 2350s tensions were giving way to open hostilities on infrequent yet devastating occasions. Romulan attacks on the outpost worlds Narendra III and Khitomer remain open wounds in Klingon history. Tensions began easing between the two powers when they both became members of the Federation alliance, joining forces to win the Dominion War. While relations have warmed between the two empires in the aftermath of that conflict, true peace remains an unrealized goal, and an unwanted one in the eyes of many Klingons.

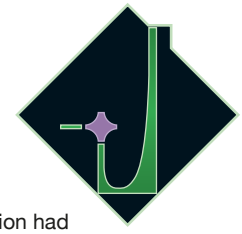
THE CARDASSIAN UNION



Never allies at the best of times, Klingons and Cardassians found themselves at war with each other in 2372. Chancellor Gowron, unknowingly manipulated by a Changeling of the Dominion masquerading as General Martok, was convinced the Cardassian Union had been usurped by more shapeshifters posing as Cardassian rulers. Gowron elected to attack the Cardassian homeworld in a bid to stop the growing Changeling threat, and the resulting war was costly for both sides. The Federation condemned the Empire's actions and Gowron, spurred on by the impostor Martok, withdrew from the Khitomer Accords.

As a result of losses suffered during its war with the Klingons, the Cardassian Union allowed itself to be annexed by the Dominion, placing them at odds with the Empire, the Federation, and ultimately the Romulans. The Federation alliance's victory over the Dominion resulted in Cardassians returned to the squalor they had endured after their war with the Federation two decades earlier, with their homeworld ravaged by the conflict and their ill-fated decision to join forces with a now-vanquished enemy. As expected, there are few Klingons who would offer sympathies for the Cardassians' plight.

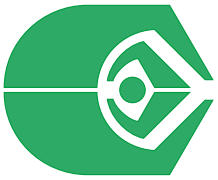
THE DOMINION



Klingons harbor no love for the Dominion, owing to the treachery visited by the shape-shifting Founders upon the Empire in the run-up to their open war against the Federation. After learning the Dominion had sent a Changeling impersonating General Martok to convince Chancellor Gowron to attack Cardassia Prime in 2372, the Klingon Empire withdrew from the Khitomer Accords and declared war upon the Federation.

Once the Martok impostor was exposed, Gowron was reluctant to reestablish the Empire's alliance with the Federation, but the Cardassian Union's incorporation into the Dominion became a new, unexpected threat to the Klingon people. Finally, the Empire and the Federation restored their alliance, ultimately proving to be a wise decision as the two powers fought and defeated the Dominion.

THE FERENGI ALLIANCE



There is little positive one might hear a Klingon say about the Ferengi. Despite their economic influence throughout the Alpha and Beta Quadrants, to many Klingons the Ferengi Alliance offers little of value to the Empire. Indeed, there are those on the High Council who believe even attempting to conquer them is a waste of time and resources which could never be recouped. Their standards of personal conduct are almost always at odds with Klingon notions of honor and strict moral principles. The Ferengi also did little to foster the Empire's favor during the Dominion War when they declared themselves a neutral party.

Civilian traders conduct business with Ferengi merchants from time to time, especially along the border where outposts and colonies benefit from the speed with which goods and services can be procured rather than waiting for official assistance from Qo'noS or other Imperial worlds. The High Council tends to ignore such matters, viewing the Ferengi as existing well outside the attention paid to other, more important affairs of interest and concern to the Empire.

OTHER POLITIES AND SPECIES

Beyond the more formidable rival powers in neighboring regions, the Empire pays attention to other spacefaring species that carry with them the potential to impact larger political dealings.

THE GORN HEGEMONY

The Gorn Hegemony, despite keeping largely to themselves, have shown aggressive tendencies when they perceive an encroachment on their territory or interests. While the Empire has engaged Gorn warships in battle, these skirmishes are infrequent and largely inconsequential. So long as their borders are not violated, the Gorn seem satisfied with insulating themselves from the affairs of their interstellar neighbors.

THE NAUSICAANS

The Nausicaans are another species which has caused occasional discord with the Empire. Upon first contact with this species during the early 23rd century, it was determined they had no real military capability, instead relying on a loose association of freelance pilots to satisfy their trade needs. This also included a larger network of less-principled pirate cartels which preyed upon civilian shipping traffic. To date, no Nausicaan ship captain or crew has made

the foolhardy mistake of attempting to hijack a civilian or military Klingon vessel. Most Klingons regard Nausicaans as somewhat intriguing for their potential as opponents in individual combat, and more than a few such encounters have taken place when circumstances bring them together on non-aligned border planets and other remote locations. Otherwise, the Empire is content to ignore Nausicaans so long as they avoid Imperial space and take no action against Klingon citizens.

THE ORGANIANS

One power which avoids all attempts at understanding is the Organians. In the mid-23rd century, just as the Empire was preparing for war against the Federation after years of increasing tensions between the two enemies, the planet Organia appeared to be a prime target for conquest. Its location near the Klingon border made it ideal as a forward outpost from which to launch coordinated offensives into Federation territory. An occupation force was sent to Organia to prepare the indigenous population for Klingon rule, but the Organians were not at all the simple, technologically and culturally undeveloped civilization they appeared to be. They were in fact non-corporeal beings with advanced psychokinetic capabilities which they used to incapacitate both the Klingon and Federation war fleets. The Organians then imposed their own version of a peace treaty upon both powers, instituting a structured method of interaction designed to let each side resolve disputes with the other without the need to resort to violence. Failure to abide by the terms of the treaty risked punishment from the Organians, who by now had more than demonstrated their ability to carry out their threat. Chastened by this figurative leash placed around their proverbial necks, Klingon leaders eventually surrendered to the situation, realizing they held no sway over such a powerful race. According to all available records, the Organians vanished from their planet shortly after that encounter and there has been no subsequent communication from them, even during those periods where the Empire and the Federation were at odds if not war. One has to wonder what circumstances might force the Organians' return.

THE THOLIAN ASSEMBLY

Whereas the Gorn simply prefer to keep to themselves and avoid the affairs of others so long as their territorial boundaries are respected, Tholians are notoriously xenophobic. Although they are content to remain within their own region of space, they also have a habit of unexpectedly and unpredictably shifting their borders for reasons they usually choose not to share. First contact with the Klingons came after Tholian ships attempted to assert ownership of a star system recently conquered by Imperial warships. The resulting skirmish pushed the Tholians away from that region and back behind their established borders where they remained until finally encountering a Federation starship in 2268. By the 24th century, the Tholians had become almost isolationist, though some tactical experts, while considering possible ramifications of civil war within the Empire in 2367, believed the conflict could spread far enough that the Assembly might feel compelled to act. Fortunately, that never came to pass. At the outset of the Dominion War, the Tholians signed a non-aggression pact with the Dominion, essentially offering free passage to the enemy forces invading from the Gamma Quadrant.

THE MIRADORN

Another species that opted to remain on the sidelines during the Dominion War, the Miradorn offer little of interest or consequence to the Empire. Indeed, many Klingons hold them at levels of contempt rivaled only by their scorn of the Ferengi. As with other parties like the Ferengi and the Orions, Miradorn merchants still manage to gain favor by conducting trade at bases and outposts well away from Qo'noS where the availability of numerous goods is far less than would be enjoyed within the Empire's core systems. Imperial Intelligence has also been known to employ Miradorn civilian transports to surreptitiously ferry agents and other assets while hoping to avoid the attention of Federation starships and stations along the Neutral Zone.

THE ORION SYNDICATE

Another thorn in the side of the Empire – as well as the Federation and other rivals – is the Orion Syndicate. The Orions' formal government has made an official claim of neutrality and exercises great care to avoid any perception it has taken sides in any interstellar dispute. Meanwhile, pirate vessels scour the spaceways in search of hapless civilian vessels and other vulnerable targets. Like the Nausicaans, Orions tend to avoid encounters with Klingon ships, though there have been reports of Klingon merchants and even military commanders contracting the services of Orion privateers for all manner of illicit ventures. Members of the Klingon Defense Force are forbidden from participating in such activities. Though the Orion government has made occasional overtures to establish trade policies and other commercial endeavors, the High Council does not recognize that body as a legitimate authoritative entity.

THE BREEN CONFEDERACY

Cloaked in a veil of secrecy even thicker than that surrounding the Gorn or the Tholians, the Breen have remained an enigma for more than three centuries since the Empire's first dealings with them. Fiercely protective of their territory, they annihilated a fleet of Klingon warships sent by Chancellor Mow'ga to conquer the Breen home planet during the Second Empire. None of those vessels was ever seen or heard from again, establishing the Breen as a primary force in the Alpha Quadrant. The Breen earned a measure of respect from the Empire in 2375 when they attacked Earth – itself an act of nearly unequaled audacity – but that deference was tempered by the Confederacy's joining with the Dominion during the war. They remained allies until the end of that conflict, after which they were bound by the terms of the Dominion's surrender as detailed by the Treaty of Bajor. To this day, most Klingons eye the Breen with unchecked suspicion and disdain.

KLINGON HOUSES

"GLORY TO YOU AND YOUR HOUSE."
– BENEDICTION GIVEN TO THOSE INDUCTED INTO THE ORDER OF THE BATʼLETH

INTRODUCTION

When Kahless united the Klingon people, he did so under the banner of Klingons being warriors who would lead the charge into the glory of battle and combat. But in his wisdom, Kahless also recognized two important truths: that not every Klingon is suited to be a warrior, and that no society can survive long if *everyone* is a warrior.

To that end, he and his mate, the Lady Lukara, codified the Klingon caste system that still provides the structure of the Empire in the 24th century.

At the top of that caste system are the warriors of the Empire. All members of the warrior caste are part of a House, which includes their entire family. The House is generally named after the current House head, though some are named after historical figures who have been part of the House in the past. (As an example, the current House of Kor was, for a long time, named the House of Mur'Eq, as he was a great and noble emperor.)

A House's status and holdings shift and change regularly. If a House has many warriors who succeed in battle, their status can increase. Altercations between Houses are very common, and often battles between Houses can result in one House taking over another. And if a House falls, due to too many losses in battle, or dishonorable behavior, or simply dying out naturally, then its holdings will be granted by the High Council to another House that is worthy of them. There has rarely been a time when there were a set number of major Houses, and those times have been fleeting.

Once, all the major Houses were represented on the High Council, but there are far more major Houses than there are Council seats – and, in truth, not every major House wishes to involve themselves in politics.

THE GREAT HOUSES

The greatest of the Houses are the ones with the noblest warriors, the greatest records of battle, the most foes defeated, and the most profound influence on the history of the Empire. These are the Houses whose scions crew the finest vessels in the Klingon Defense Force, and also serve on the High Council. They are the generals, the captains, the *Dahar* Masters, the chancellors. They are the force behind the Empire.

GREAT HOUSES THROUGH HISTORY

Here are a few of the Houses that are no more as of the late 24th century, but who have had a particularly strong impact on Klingon history and life in the Empire.

THE HOUSE OF DURAS

This House was founded by General Ja'rod of the First Fleet, who led the Empire's first campaign against the Tholians. One of the support ships in his fleet was commanded by his son, Captain Duras, and the day was won due to Duras dying gloriously, sacrificing his ship to achieve victory. The Tholians were defeated and retreated, and from that day forward, the House of Duras became one spoken of in reverent tones. Over the centuries, the House remained powerful. A member of the House of Duras made contact with the Romulans to exchange technology in the wake of growing Federation influence, and those ties remained – Commander Ja'rod betrayed the Empire to the Romulans by giving them access to the Khitomer outpost to destroy it, and his children, Councilor Duras, Lursa, and B'Etor, conspired with the Romulans to destabilize the Empire after Chancellor K'mpec's death (which they may have had a hand in). After fomenting a civil war, the House was discommendated.

THE HOUSE OF MOGH

A House with a long and noble history, including several of the warriors who fought against the Federation in the initial skirmishes of the war that was curtailed by the Organians. In the 23rd century, one member of this House, General Worf, distinguished himself as an advocate, and he played a small but critical role in the aftermath of Chancellor Gorkon's



assassination, and later was involved in the Betreka Nebula Incident, during which he was killed. His son Mogh, for whom the House was named, was a decorated ship captain who won many campaigns, and was killed during the Khitomer massacre. Mogh's son Worf was raised in the Federation, becoming the first Klingon to join Starfleet. However, the House was dissolved by Chancellor Gowron when Worf opposed the invasion of Cardassia.

THE HOUSE OF SOMPEK

One of the first Houses, originally named the House of Kaldon after one of the first emperors. Many emperors came from this House, including Grayviq and Wokal, and of course, Sompek. However, the conqueror of Tong Vey was also the last of his line, as the rest of the House had died (many in glorious battle) or become attached by mating to other Houses. He and his mate never had children, and the succession of emperors was by named heir, not blood inheritance, and Sompek named a scion of another great House to succeed him.

THE HOUSE OF BUDLESH

Another House that traced its ancestry to the time just after Kahless's ascension, the House of Budlesh included many fine warriors who fought bravely. In honor of his House's accomplishments, as well as his own in fighting the Kinshaya when they tried to take over the Lokka system, Budlesh was crowned emperor. But his own House was disgraced by the actions of his mate, the Lady Vilik, who poisoned the emperor when he would not name her son from a previous mate to be heir. Budlesh instead named his nephew Yorq, who ascended to the throne and condemned Vilik for her actions. Still, the stain of Budlesh dying in so ignominious a manner tainted the House. Yorq's reign ended when he was challenged for the throne by Gharkh, who became emperor. The House of Budlesh died out soon thereafter.

THE HOUSE OF MOW'GA

The first chancellor after the time of emperors ended, Mow'ga's ancestry was one of bravery and honor. That House was one of the loudest (and one of the few) voices condemning the decadence of Emperor Skolar, but also condemning the cowardly actions of *vo'ruv'etlh* in their guerrilla war against the emperor. Throughout the tumult, the House of Mow'ga stood for honor when few in the Empire did, and he was rewarded with the chancellorship. Unfortunately, the House later fell to ruin when they became *QuchHa'* from the Earther Augment Virus. Unable to stand losing their cranial ridges, the surviving members of the House committed *Mauk-to'Vor*.

THE HOUSE OF M'REK

When he ascended to the chancellor's chair, M'Rek was the last in a long line of warriors who served the Empire with distinction, starting with the conquest of Pheben, led by M'Rek's grandfather Nakors. Indeed, it was called the House of Nakors until M'Rek became chancellor, and M'Rek himself was reluctant to change the name. This proved prophetic, as M'Rek's indecision regarding the *QuchHa'* situation and the Earth-Romulan War led to his reign being remembered as a poor one. The House of Nakors was a great House – the House of M'Rek disappeared very quickly.

THE HOUSE OF GORKON

Long advocates for making the Empire strong via alliances with honorable peoples, when it was the House of Lantill, its warriors, led by General Lantill, were at the vanguard of uniting the fractious Houses in the wake of Emperor Skolar's fall and before the rise of Emperor Yorlak. After many years serving the Empire, including leading one of the battle groups that faced the Federation at Donatu V, Gorkon of the House of Lantill was elevated to the High Council, and the House was renamed for him. He was at the forefront of the Empire's actions to attempt to thrive in the wake of the restrictions imposed by the Organians, and he became chancellor after Kesh's death. His response to the destruction of Praxis was to make overtures to the Federation, and while he was assassinated before his work was done, his daughter Azetbur signed the Khitomer Accords, cementing an alliance that continued to the 24th century. Unfortunately, Azetbur herself came to a bad end, as reactionary forces on the Council worked against her, and she died at the hands of an assassin, bringing the House of Gorkon to an ignominious end.

THE HOUSE OF KAMARAG

One concept the Empire did not have until its encounters with the Romulan Star Empire and later the worlds that would make up the Federation is the notion of an ambassador, one who would speak for the Empire to a foreign power. Prior to that, the only speaking to foreign powers that the Empire did was down the barrel of a disruptor or at the point of a blade. For many turns, the majority of such ambassadors came from the House of Kamarag, starting with Derrax, son of Kamarag, who spoke for the Empire to the Romulans. The last member of the House of Kamarag carried the House name, and negotiated the Khitomer Accords, but the House had many holdings connected to Praxis; that moon's destruction left the House destitute, and it soon collapsed.

CURRENT GREAT HOUSES

This is a mere selection of some of the great Houses that sit atop the Empire today, making it stronger than ever. Most are represented in the Great Hall, whether the chancellor's chair, the High Council, or the emperor's throne, and all came there due to the glory of their Houses.

THE HOUSE OF MARTOK

It is a truism that any warrior may grow up to someday lead the Empire if his heart is pure and his battle prowess worthy. Martok, son of Urthog, was a low-born Klingon from the Ketha Lowlands whose petition to join the Defense Force was turned down due to his caste. He served as a laborer on a Defense Force vessel where he helped turn the tide against Romulans who boarded the ship. Given a battlefield commission, he quickly climbed the ranks, becoming a general and Chancellor Gowron's chief of staff – and also becoming a true member of the warrior caste, with the House of Martok quickly becoming among the most respected, for all that its founder and House head was a lowly commoner. (He also mated with Sirella of the House of Kerla, which was a strong but small House, but the two Houses combined into a strong union.) In the waning days of the Dominion War, Martok became chancellor, increasing his House's prestige even more, especially as he has been a strong leader in the years since the end of the war.

THE HOUSE OF K'TAL

The House of Jaqor was a minor House until the destruction of Praxis. In the many long years of rebuilding, Jaqor and his son K'Tal worked tirelessly on behalf of the Empire, as the House owned many engineering and construction concerns that were desperately needed in the aftermath of the disaster. K'Tal's skills in logistics led to him being given a battlefield commission to captain in the Defense Force, coordinating construction and rescue efforts on Qo'noS. He was given a seat on the Council, a rare promotion for someone who has seen no combat – but K'Tal's battles were against erosion and destruction and particulate matter in the air, and he defeated all three foes. He was Chancellor Ditagh's Arbiter of Succession, and has served on the Council longer than anyone. His House includes Captain Kargan, who died nobly in the Dominion War, and General Talak, Chancellor Martok's chief of staff.

THE HOUSE OF KLAG

This House went from minor to major to minor and back again to major. Initially the House of Kronwal was a tiny House with a history of service to the Empire, but then Kronwal's son, M'Raq, achieved glory in the Defense Force, winning many battles. But in combat with the Romulans, he was captured and not allowed to die. He returned to Qo'noS to die of old age like an Earther, bringing disgrace to his House. However, his two sons, Klag and Dorrek, both became decorated warriors in the Defense Force and restored the family honor. Klag in particular has served the Empire well, becoming a general in charge of the Fifth Fleet after laying waste to the Kinshaya homeworld.

THE HOUSE OF K'MPEC

Another House whose fortunes changed, the House of Korrd was a major House in the Empire for centuries, until General Korrd fell into drink and disgrace. Korrd's nephew, K'mpec, was a strong warrior, unparalleled in close-quarters fighting with a *d'k tahg*. He eschewed a career as a knife fighter to

join the Defense Force, and became a mighty ship captain in short order, fighting many battles against the Tholians and Cardassians before being elevated to the Council to take Chancellor Kravokh's seat when he ascended – then he challenged Kravokh for the leadership thirteen years later. He would go on to rule the High Council longer than anyone in the Empire's history. Though he had no children, his nephews and nieces continue to serve the Empire with distinction, many of them as warriors in the Defense Force who fought and died in the Dominion War. The House has retained his name a decade after his death.

THE HOUSE OF KRUGE

A powerful House, many warriors named Kruge have fought great victories for the Empire, from General Kruge's campaign against a group of renegades, to Captain Kruge's exposing of the privateer ring run by the House of Karban, to Commander Kruge's exposure of the Federation's Project Genesis. The latter's death threw the House into disarray, but it has remained a major House despite Kruge's ignominious death on the Genesis Planet and his descendants fighting over the disposition of the House – a fight that has gone on for decades.

THE HOUSE OF K'NERA

A fusion of two minor Houses that had been feuding for decades (see "Minor Houses Through History"), this family has dozens of warriors from the two Houses that made it up, now freed from the obligation of killing each other over the feud between the families of Wakras and Gank centering on the responsibility for an ambush on Krim's Run. Instead, they have all served with distinction: Lieutenant D'Gan, who slew a dozen Cardassians on Kelrabi VI; Commander J'kras, whose bird-of-prey destroyed a ketracel-white facility on Vanden III; B'Olgir, a weaponsmith who perfected the design of the hand disruptors used in the Dominion War; Captain Kriyil, who battled the Romulans when they tried to claim Korvat; and General K'Nera himself, who lead many campaigns against the Kinshaya, the Cardassians, and the Dominion, and who died in glorious battle against the Jem'Hadar at Chin'toka.

THE HOUSES OF KOR, KANG, AND KOLOTH

These three Houses are forever intertwined in Klingon lore, as the three Klingons for whom their Houses are named are among the greatest warriors that ever lived.

The House of Kor traces its lineage to the days of Kahless himself, when it was the House of Qalzaq, one of the first members of the Order of the *Bat'leth* charged with keeping Kahless's word. One of Qalzaq's descendants was Mur'Eq, a great emperor, and the House was known by his name for centuries, until the day of emperors passed. But in the 22nd century, when all of the House of Mur'Eq was infected with the Earther Augment Virus and became *QuchHa'*, the House head changed the name to the House of Mur'Eq to remind everyone that they were still high-born Klingons even without cranial ridges. The actions of Kor – who won campaigns on Organia, in the Delta Triangle, at Klach D'Kel Bracht, at Korma Pass, on Caleb IV, and so many more – led to his being named *Dahar* Master, and the House would remain named after one of the most legendary warriors in Klingon history, even after his death fighting the Dominion in the Kalandra sector.

The House of Koloth was a minor House that produced a few middling warriors over the centuries, but it wasn't until the Earther Augment Virus struck that the House came to glory, as many warriors from this House served on *QuchHa'*-crewed ships, and none with more distinction than Koloth. He led the Great Tribble Hunt that exterminated that foul species, he brought the legendary pirate Kuro to justice, and, with his two comrades, he defeated T'nag at Korma Pass and the albino depredator Qagh at Secarus IV.

Few Houses have achieved the glory of the House of Kang. A major House throughout the centuries after Lieutenant Kang sacrificed himself to destroy a Kinshaya outpost, the House became *QuchHa'*, and received the same reduction in status as the others who lost their cranial ridges. But in the 23rd century, Kang made a name for himself in battle against the Federation, from his days as a young officer fighting the battles at Donatu V and Axanar, to his command of the *I.K.S. Vohtahk* leading many campaigns against Federation forces. After the Khitomer Accords, he distinguished himself against Romulans, Tholians, and Cardassians, becoming one of the most feared warriors in the Empire. Along with Koloth, Kor, and the Trill Starfleet officer Jadzia Dax, successor to the great Curzon Dax, Kang fought Qagh the albino at Secarus IV and died alongside Koloth in that great victory.

Though the trio have gone to Sto-Vo-Kor after long and magnificent lives, their Houses live on to continue their glory.

THE HOUSE OF KAHLESS

In truth a House of one. The last descendent of Kahless and Lukara died in battle centuries ago. But the clone of Kahless that was created by the clerics on Boreth was named emperor. Though he was not born in the traditional sense, he is the rightful heir to the Unforgettable One, and so must be considered a part of the House of Kahless. Chancellor Gowron and the High Council resolved that the House would be revived for the emperor and the emperor alone, especially since the clone is unable to reproduce and so will have no blood heir. Still, the House of Kahless – originally created by Lukara and Kahless when they united Qo'noS – has the highest position of respect within the Empire.





THE MINOR HOUSES

Not every House can be a great one, or even an influential one. But there are those high-born Klingons who do have a few battles to their name, a few holdings to call their own, and while they do not get selected to serve on the High Council, they still play an important role in Klingon society.

In addition, status remains ever changeable. Brave warriors can raise the status of their House from minor to major – and, by the same token, ignominy and dishonor can bring down a noble House, reducing it to a lowly status.

MINOR HOUSES THROUGH HISTORY

Just as a *grishnar* cat can still have a mighty roar, so too can a minor House be of note due to the actions of one or more of the people who populate it.

THE HOUSE OF B'ELARRA

Never a large House, what started out as the House of Krota in the time of Kahless fell into greater and greater dishonor as time went on, due to lack of distinction in combat and lack of acumen in management of holdings. After the head of the House, also named Krota after the founder, died in a duel when he was caught with another warrior's mate, his widowed mate B'Elarra petitioned Emperor Reclaw to be made House head. Before her, no woman had ever officially been named head of a House, though many had done so without official standing, starting with the Lady Lukara, who ran the House of Kahless after the Unforgettable One's ascension. To this day, women must petition the High Council for special dispensation to become a House head, though there are rumors that Chancellor Martok is looking to end that step.

THE HOUSE OF KRELL

This House was one of the families that was struck by the Earther Augment Virus and became *QuchHa'*. While this House never rose in status, it distinguished itself by continuing to serve the Empire during the post-Organians covert conflicts with the Federation, including the House head himself leading a successful mission to Neural. The House has continued to have members who serve the Empire, but never enough to rise in status, even after the Augment Virus was cured.

THE HOUSES OF WAKRAS AND GANK

These two Houses had been feuding for decades. Wakras was Gank's commanding officer on an expedition to ferret out renegades on Krim's Run. According to Gank's family, Wakras didn't listen to Gank's advice when he said an ambush was coming. According to Wakras's family, Gank

led them to the ambush. Since both warriors died in that ambush, the truth has remained elusive. Finally, after constant duels and many deaths, K'Nera, son of Rouk of the House of Gank, challenged a member of the House of Wakras to a duel in the *qaDrav* – the dueling arena in front of Command Headquarters. Once, all duels on Qo'noS were held there, and every once in a while it is still used for that function. K'Nera fought Wakras, the great-grandsire of the warrior whose death started the feud, in the *qaDrav* and was victorious. He then claimed all of the House of Wakras's holdings as was his right, made *R'uustai* with the surviving members of the House of Wakras, and thus was born the House of K'Nera, which became a single House and a great one besides (see "Current Great Houses").

THE HOUSE OF ANTAAK

One of the most famous minor Houses, though not for any good reason. Antaak was rejected by his father, Gorlaq, for becoming a physician, though Antaak became House head after his father died in battle against the Tholians. Antaak himself was the doctor in charge of attempting to genetically engineer Klingons with Augment Earther DNA, which ended in disaster when a mutated flu caused thousands of Klingons to become *QuchHa'*. And Antaak's son, Krit, murdered Chancellor M'Rek, for which he was discommended and executed. Antaak's grandson Hurghom was instrumental in curing the Augment Virus – but he was the last of the line, and the House of Antaak died with him.

THE HOUSE OF MOLOR

Amazingly, the descendants of the tyrant Molor, the final warlord to fall before Kahless's might, still admitted to their lineage to him. It was an attempt to raise their profile, for they were minor warriors indeed. But in the new world order brought about by Kahless, they wished to survive, so they claimed a royal lineage. Kahless and Lukara granted them status as a House, but no more than that. Any other accolades or honor would have to be accrued by the tyrant's family – a task they never quite managed, and the House died out after three more generations.

CURRENT MINOR HOUSES

Several minor Houses are of note despite their small size. Many are the threads that make up the tapestry of the Empire, and even the tiny ones help make the whole.

THE HOUSE OF GRILKA

Originally, the House of Lamrak was a strong, if small, House. But Lamrak decided to split his inheritance between his two sons, Kozak and D'Ghor, who were both mighty warriors. He felt that each was a worthy House head, and it would be foolish to only let one reap the rewards. And so the House of Kozak *and* the House of D'Ghor were created. But while the House of Kozak never became a great House, the House of D'Ghor did, gaining a seat on the Council. The House of Kozak remained a minor House – but with some significant holdings, ones tempting enough for Kozak's brother to covet them. D'Ghor worked clandestinely to ruin Kozak financially, so that he would be forced to capitulate to his brother. However, Kozak died on a Bajoran space station. His mate Grilka enlisted a Ferengi to assist her in exposing D'Ghor's dishonorable behavior – using finance to gain prestige rather than combat – and for a brief period Grilka and the Ferengi were mated, and so it was the House of Quark. Chancellor Gowron gave Grilka special dispensation to lead the House, which she still runs to this day, having divorced the Ferengi and declined the honor of re-mating.

THE HOUSE OF STRADA

Another House that received special dispensation for a woman to run it, but it received that dispensation from Chancellor Gorkon at the end of the 23rd century. Strada, daughter of Lashis, had lost her mate to an illness and both her sons in battle against the Romulans. Chancellor Gorkon permitted her to run the House, which she did alongside her daughter, Torana. In the century since, the House has continued to be run by the women of the House. Torana took over after Strada, and also went on to compose some of the Empire's finest operas. Her daughter B'Andai was a warrior in the Defense Force who had several children but never mated – one of those children, Tavana, also served in the Defense Force, serving under then-General Martok on the *Rotarran* before taking command of the Eleventh Fleet. But while some sons were born to the women of Strada, and while men did mate into the House, none became House head, and none have challenged the special dispensation – at least, not successfully, as plenty of unwise men have felt the blade of the women of the House for their effrontery.

THE HOUSE OF NOGGRA

Lead by an advocate, the House of Noggra has had steady service, not just in the Defense Force, but also in matters legal and diplomatic. For this reason, the House's record of battle is not particularly long, but they come from a long line of advocates and ambassadors. Past members of the House have included Kolos, who agitated for changes in the Empire's legal system in the 22nd century, as well as Kariss, who drafted most of the Klingon portions of the Khitomer Accords in the 23rd century, and Jeral'ad, who redefined the laws surrounding the commissioning and sale of artwork in the 24th century. Noggra himself defended B'Artra, a servant in the Great Hall, who was accused of murdering a custodian and not showing her face. Noggra proved that she did not do the deed, and led the Imperial Guard to the true killer. However, while the battlefield of the courtroom and the negotiating table are worthy places for battle, the glory cannot match that of true physical combat, and so Noggra's House remains a minor one.

THE HOUSE OF PALKAR

While never a powerful House, the House of Palkar has nonetheless taken service to the Empire extremely seriously. The threshold of the House seat has a saying etched in wood above the door: "The House of Palkar will always

serve the Empire." During the reign of Chancellor Sturka in the 23rd century, Palkar, son of Grevaq, served on the flagship under the chancellor, and Palkar gave his life to save Sturka's against an ambush by Tholians flying under a flag of truce. (Tholians have *no* honor.) Palkar had no House at the time – he was a *bekk* of no station – but the chancellor rewarded his mate and brother and children with land and holdings and a House in gratitude for his service. Palkar's mate insisted the House be named for him, and that has remained over the century since. In gratitude for being made into nobility, the House has always insisted that at least one, and preferably all, able-bodied family members join the Defense Force. Seven members of the House of Palkar served during the Dominion War, and they all died in glorious combat against the Jem'Hadar, the Cardassians, and the Breen. Following the war's end, Kurak – a scientist who designed the *Negh'Var*, Chancellor Gowron's flagship – was forced to enlist to maintain that tradition until her nephew was old enough to attend officer training, and she was made an engineer.

THE HOUSE OF GOWRON

Few Houses that include a chancellor would be considered minor, but the House of Gowron – which was actually called the House of M'Rel until Gowron took on leadership of the High Council – was never a significant House. Gowron himself was a warrior of some small renown, but he made a name for himself by agitating against the High Council, challenging many of their decisions – and doing so with the support of many of his fellow warriors. Because his House was minor, he was never considered for inclusion on the Council, but his iconoclasm soon became legendary. When Chancellor K'mpec revealed that he was dying, only two warriors petitioned to succeed him – Gowron and Duras. When Duras was killed in a separate duel, Gowron ascended to the chancellorship. He led the Empire through the coming of the clone of Kahless and the Dominion War, before he was killed by a challenge to his leadership. Through all that, his House never became significantly more prominent, and after his death, it became a minor House with no surviving warriors of distinction.

CHAPTER 02.60

THE KLINGON EMPIRE

KLINGON DEFENSE FORCE

"TO DIE WHILE SERVING THE EMPIRE IS THE HOPE OF EVERY KLINGON."

– KLINGON PROVERB

HISTORY AND PURPOSE

The Klingon Defense Force is the modern successor to the Klingon Imperial Fleet, which was the Empire's primary space-based military force in the 22nd and 23rd centuries. It is a multi-faceted organization charged with protecting the Klingon people from all external threats as well as those originating from within its borders.

There was a time when the military was geared toward little more than conflict and conquest. Indeed, the history of the Empire is built upon the conquest of other worlds and their people. After enduring the Hur'q invasion, the plundering of Qo'noS, and near annihilation, the Klingon people marshaled sufficient numbers and resources to mount a resistance against their oppressors. The costs of rebellion were high, nearly extinguishing altogether what remained of the Empire, but eventually the slaves turned back their masters.

After expelling the Hur'q from Qo'noS and reverse engineering the technology they left behind, the Empire took to the stars, expanding outward first to colonize uninhabited planets and later to worlds that already were home to indigenous sentient populations. Unlike the Federation Starfleet and its overtures of peace and cooperation for mutual benefit, the Empire was driven by a single goal: conquest. The Imperial Fleet was the instrument of this agenda, establishing military garrisons on dozens of planets, forcing their native civilizations into line and ensuring they acted to serve the Empire's interests. Most of these societies fell into line, motivated either by simple self-preservation or the realization there actually were benefits to being *jeghpu'wI'*, or "the conquered people." Indeed, it has been more than two centuries since a subjugated world has attempted to overthrow Klingon rule.

War was not uncommon to those serving in the fleet or its associated ground forces. While many worlds yielded to the

banner of the Empire, others fought with the same conviction which had fueled the Klingons' fight against their Hur'q oppressors centuries earlier. These civilizations mounted their own defense, vowing to resist subjugation at all costs. More often than not, such pledges were fulfilled and Klingon occupation forces took what remained of the world anyway. On other occasions a people managed to defeat Klingon forces to the extent that the Empire showed its respect by halting invasion attempts. In some instances, accords were reached and treaties signed, while other worlds were left to pursue their own destiny free from further aggression. It was the ultimate compliment the Empire could pay to an enemy who fought with such tenacity.

Inevitably, these expansion efforts brought them into contact with space-faring civilizations capable of matching Klingon warships in terms of military capabilities. Chief among these potential rivals were the Humans of Earth and the Romulan Star Empire. The Humans in particular posed an interesting challenge, in that while they displayed the technology and the ability to fight when pressed, they preferred non-aggressive action to conflict. In the two centuries since first encountering Humans, many Klingon commanders have commented on the seeming inconsistency of their attitudes and actions. While they can be duplicitous, Humans also are capable of demonstrating their own form of honor. Early encounters were characterized by actions taken regardless of risk to their personal safety while being of benefit to the Empire. Their contradictory nature was at times confusing, intriguing, and frustrating, and numerous Klingon military leaders cautioned against underestimating these seemingly weak specimens. This prudence was justified on more than one occasion when the Empire found itself at odds and even at war with Earth, the people of which by then had assembled an interstellar coalition, the Federation, to extend its own influence farther away from their homeworld.

The Human ability to foster collaboration was amply demonstrated in the 22nd century when they enlisted the assistance of the Andorians to defeat the Xindi, disrupting that species' agenda of destroying Earth. Humans followed this with an alliance of the Vulcans, Andorians, and Tellarites to defeat the Romulans and send them retreating behind their borders for more than a century. By the time this coalition grew into the United Federation of Planets, wise Klingons realized this new union was not to be taken lightly. Those charged with maintaining the readiness of the Klingon military apparatus began altering their training, tactical studies, and resource allocation and development with an eye toward the challenges posed by the Federation as a formidable adversary.

Historians consider this era the impetus that forced the Empire to enter a period of reflection and assessment. Klingon leaders began to examine their priorities. War and skirmishes of varying intensity with the Federation, the Romulans, and other prominent neighbors forced expansion and resource location and acquisition initiatives to turn away from these rivals and toward other, largely uncharted regions of space. Despite a strong desire for conflict and the base need to fight so as to avoid being vanquished, efforts at outright conquest slackened. By the time the Empire signed the Khitomer Accords in the late 23rd century, such ventures were on the decline. Decades later, after the Federation demonstrated its willingness to stand with their allies, first during key battles at Narendra III and the Khitomer outpost and later during the Dominion War, Klingon leadership began to realize this bond – forged from conflict, tested by mistrust and uncertainty, and ultimately sealed by standing together before a common enemy – was not a fleeting aberration. With that in mind, the mission of the Klingon Defense Force was realigned to reflect what its name implied: protecting the security of the Klingon people, a mandate broadened and strengthened by its ability to unite with the Federation Starfleet during times of crisis while still upholding its promise to safeguard the Empire.

Unlike Starfleet and similar organizations authorized by their respective governments, the KDF is a purely military organization. It is by far the Empire's single largest recipient of funding, resources, and personnel. Despite what some argue is a "softening" of its agenda with respect to expanding Imperial influence, the KDF still symbolizes the warrior ethos espoused not just by its soldiers but also all Klingons. The lessons of the past continue to inform the actions of the present and the visions for tomorrow. Even if it means fighting to the last breath of every man, woman, and child, the Klingon Empire will never again bow before an enemy.

Organization

Each of the Great Houses maintains its own military forces, descended in many ways from the armies which once fought one another across the surface of Qo'noS for territory and resources before the Age of Kahless. In the modern day they serve as militias of limited size and scope, tasked primarily with defense of the regions from which their parent Houses reside and serving as first response organizations in the event of natural calamity. Additionally, these units maintain their training, vessels, equipment, and preparation activities, available at a moment's notice to be called into Imperial service by direction of the chancellor or the High Council. Training consists of deployment readiness exercises away from the homeworld where their ships and ground units carry out mock battles of the sort they will be expected to fight once called to action. Until activated, these armies remain separate entities from the KDF.

Likewise, the KDF exists as a self-contained military structure, falling under the authority of the Military Commission of the High Council. This commission, known as the High Command, is led by the chancellor and consists

of the KDF's uppermost leadership cadre. Staffed by five generals, this command also serves as the chancellor's direct military advisors and also counsels other members of the High Council as needed. All military action directed by the chancellor is based on information and counsel provided by the generals of the High Command, who in turn communicate the chancellor's orders and intent to the KDF's senior commanders for implementation.

Originally located in the First City on Qo'noS, the KDF command headquarters currently resides on the planetoid Ty'Gokor. The installation consists of a heavily fortified command center, the bulk of which was constructed beneath the planet's surface. Ty'Gokor is protected by a defensive shield as well as an orbital network of unmanned defense craft charged with protecting the planetoid itself, as well as the spacedock and ship building and maintenance facilities parked in high orbit. An armada of thirty warships including flagships for the generals of the High Command are also deployed to the region at all times. In addition to the KDF's leadership cadre, the planet also is home to a robust command, control, and communications center tasked with overseeing the movements of every vessel in the Klingon fleet. All orders and other dictates from the chancellor, the High Council, or the High Command are funneled through this organization. Imperial Intelligence also has facilities located here, though this contingent operates independently of the KDF command structure. The Hall of Warriors occupies a revered chamber within the central command facility and plays host to various ceremonial functions, upholding traditions which have been a part of the KDF and its predecessor organizations dating back to the Age of Kahless.

The first of two elements composing the KDF is the Deep Space Fleet, which is a provisional component that is only activated by calling the militaries of the Great Houses to service. At this point, the High Command assumes authority of this assembled force, which is comparable in size and capabilities to the Federation's Starfleet or the Romulan military. When the Empire finds itself preparing for conflict, these are the first warriors sent to battle far from the homeworld.

Operating in parallel with the Deep Space Fleet is the Internal Security Force. This is a permanently staffed element, with its own command hierarchy, assets, and operational mandates. Also answerable to the High Command, the ISF is responsible for patrolling Imperial space, staffing and maintaining observation and tactical outposts along the borders, colony support and defense, law enforcement including anti-piracy and interdiction, customs and other regulatory enforcement, and search and rescue. Vessels and



personnel from the Great House fleets can be called upon by the High Council to augment ISF assets. In times of conflict, the ISF operates in tandem with the Deep Space Fleet, acting in accordance with direction from the High Command.

While rank and station are obvious components of Klingon military structure, both of these are viewed in tandem with an individual warrior's commitment to the principles of personal honor and dedication to the accomplishment of any assigned mission for the glory of the Empire. Failure to meet such expectations is viewed as a grievous assault on one's own honor as well as that of their fellow warriors and superior officers. Warriors who demonstrate an inability to meet these demands and commitments are expected to be disciplined if not executed as punishment for their actions. Indeed, any Klingon who fails to address such deficiency stands the risk of being penalized.

Klingon Oversight Council

Usually composed of a dozen officers, all ranked commander or higher, the Oversight Council is tasked with approving the selection of officer candidates for the KDF. This group is often viewed by many veteran warriors as a "simple formality," particularly when considering most defense force officers are applicants drawn from one of the Great Houses. Legacy selection – the practice of accepting new recruits from families possessing a long history of honorable military service – fills most available openings for new candidates. After completing the standard entrance examination, would-be officers only require a recommendation from a sponsor, usually an active or retired officer in good standing with the High Command. Once this is obtained, the recruit is sent on for the basic training required of all warriors at one of the KDF's indoctrination centers. Upon completing that initial phase, officer candidates receive additional instruction at *veS DuSaq*, the "School of War."

While this aspect of the selection process is indeed routine and largely predictable, the Oversight Council also reviews applications and entrance examinations submitted by instructors at the various indoctrination centers. If a recruit shows unusual aptitude or potential to succeed as an officer, they are flagged for additional scrutiny while still undergoing basic training. Upon graduation and assuming they have passed all of the entrance and review requirements, they are transferred from the enlisted ranks to *veS DuSaq* to receive officer candidate training in the hopes of earning a commission. Fewer than fifty recruits receive this recommendation each year as the review process is rigorous. Potential candidates are not even informed they are being considered for this program until they graduate basic training.

Order of the Bat'leth

An elite group within the Klingon Defense Force, the Order of the *Bat'leth* is a recognition bestowed upon those warriors who have demonstrated remarkable courage and achievement in battle. It is considered one of the highest awards any Klingon can receive, subordinate only to the Order of Kahless or being declared a *Dahar* Master. It was created by Lukara, wife of Kahless the Unforgettable, after his death, vowing that this exclusive fraternity would always exemplify the warrior ethos and the highest measure of personal honor and courage as personified by her husband. Today, selection of new inductees is conducted by a committee of six elder members and overseen by the Chancellor of the High Council. Requirements for entry are arduous and cloaked in secrecy, known only to those charged with verifying the worthiness of potential inductees. Warriors admitted to the Order are forbidden from speaking of its members, practices, and ceremonies. Of the fewer than twenty Klingons admitted each year to the Order, as few as a third and as many as half of the selections are posthumous inductions.

Induction ceremonies are held once a year at the Klingon Defense Force's command headquarters on Ty'Gokor, with

Imperial Intelligence

On par with other secretive organizations such as the Federation's Starfleet Intelligence, the Romulan Star Empire's Tal Shiar, or the Cardassian Union's Obsidian Order, Imperial Intelligence is a clandestine component within the Klingon Defense Force. Its primary mission is the gathering and analysis of information obtained from other interstellar powers using all manner of covert means. Though it does occasionally conduct sanctioned activities against Klingon citizens, its main focus is observing, studying, and even acting against individuals and activities deemed to be of concern to the security of the Empire.

A significant aspect of Imperial Intelligence efforts involves espionage utilizing agents surgically altered to appear as members of the species being spied upon. Individuals trained for such duties undergo rigorous screening, evaluation, and training processes to determine their ability to work independently for extended periods of time. Agents who receive these types of assignments are embedded behind enemy lines, often pursuing their mission for years without support. Such operatives are tasked with finding ways to insert themselves into low-level positions within a government or military organization. From these vantage points, agents collect relevant information, either from firsthand observations or by infiltrating facilities, computer systems, and data storage archives. On infrequent occasions these individuals may be called upon to take actions designed to undermine the efforts of an adversarial power. This can take the form of simple disruption of political agendas to outright sabotage of installations or ships and even assassination of key individuals. Agents killed or captured while on assignment were disavowed, and failing to carry out one's mission is considered a grave dishonor not just to the operative but also their family. Those who manage to return to the Empire often face severe consequences, including discommendation and exile.

The life of an intelligence agent is not for every Klingon, but those who choose to answer this call to duty know that they and others with similar convictions play a vital role in safeguarding the Empire and all Klingon people.

mandatory attendance for all living Order members as well as the general staff of the Klingon Defense Force's High Command and even the chancellor. The official ceremony is conducted following a day of celebration that includes the consumption of much bloodwine, friendly contests of strength and fighting prowess, and raucous fellowship. All of this tends to be viewed by the Order's older members in somewhat more than lighthearted fashion as but one more test for new inductees, a final means of verifying their worthiness to join their respected comrades in arms.

As the Order of the *Bat'leth* is a distinction reserved to those who have served with valor far above even the strict demands of duty and honor, once the award is bestowed even the chancellor is prohibited from rescinding it. Display of the Order's symbol on one's uniform signifies to all who see it that its bearer is recognized as one of the Empire's truly elite warriors.

Order of Kahless

More exclusive in nature than even the Order of the *Bat'leth*, those Klingons selected for the Order of Kahless are recognized for honorable service to the Empire over a sustained period of time, during which the warrior is shown to have conducted themselves with unwavering bravery and selfless sacrifice regardless of personal risk. Only the chancellor of the High Council carries the power to so recognize an individual. Those who earn the distinction receive the Star of Kahless, one of the highest decorations the Empire can bestow, and its wearer is to be known for all time and without question as a warrior in the finest tradition of Kahless himself. At last report, fewer than ten living warriors hold the Star of Kahless, with Chancellor Martok being the only Klingon to earn the honor before ascending to that position.

Training

Those wishing to serve as soldiers of the Empire must first complete a grueling training regimen that taxes body, mind, and warrior spirit to their absolute limits. For uncounted generations, candidates have submitted themselves to the unforgiving instructors of the Klingon Defense Force's basic military indoctrination centers. Raw recruits spend nearly four months suffering through all manner of tests measuring their physical strength, endurance, mental acuity, and psychological readiness to undertake the demands of military service. What might appear as vindictive if not absolutely sadistic actions on the part of the instructors is in fact a meticulously choreographed exercise. No detail is overlooked as teachers and drill masters put recruits through their paces day after grueling day.

The Mok'bara

A key aspect of training that begins during basic indoctrination and continues throughout a warrior's career is acquiring and maintaining a proficiency in the *Mok'bara*. This ancient fighting discipline is the foundation upon which all Imperial hand-to-hand combat techniques are built. It is as much about mental focus as it is physical prowess, forcing the student to become attuned to their body's every movement, not just when practicing the form but in all other aspects of one's life. It has been compared to Vulcan techniques of *Suus Mahna* or the Human disciplines of tai chi or aikido. However, those forms are noted for their emphasis on defensive techniques, whereas *Mok'bara* students learn how to attack as well as protect themselves. Introduction to the form begins within the first days of basic training, and as the cycle progresses candidates learn unarmed fighting techniques before incorporating bladed weapons. Recruits must advance to the first recognized *Mok'bara* rank level, *chu'wl'Hey* or "advanced novice," as a requirement of graduating military indoctrination. From there, warriors are expected to maintain their studies and advance their ranks and skills. It is not uncommon for senior officers and enlisted soldiers within a unit or ship's crew to be recognized as *Mok'bara* masters.

Bladed Weapon Training

Once recruits are comfortable with the initial techniques and forms, instructors begin integrating knives and swords into training exercises that bring an added dimension to hand-to-hand combat. While the term implies and is often used to describe fighting without the aid of weapons, blades are often employed in such situations. Thanks to family heritage and upbringing, many Klingons have already received an introduction to a variety of bladed weapons before arriving at an indoctrination center. Such exposure pales in comparison to the grueling drills and other exercises designed to hone each warrior's proficiency with these implements. Many warriors consider fighting with a *bat'leth*, *mek'leth*, or *d'k tahg* to be battle in its purest form, challenging an enemy face to face and fighting until there is but one undisputed victor. It is a mindset which has defined Klingon heritage and supremacy in conflict from the time of Kahless the Unforgettable. As with other facets of recruit training, instruction and drills in this area increase in difficulty to the point that when a candidate graduates, they're able to wield such weapons as if they were extensions of their own body.

Energy Weapon Training

For energy-based weapons, the training is no less important or focused. Warrior candidates receive their initial instruction within the first weeks of basic indoctrination. Laced through this instruction is a continuous, extensive series of weapons familiarization classes. Candidates begin with static, known-distance marksmanship instruction using disruptor rifles and pistols. Scores are tracked throughout the entire training cycle and competition among classes is fierce. Subsequent phases of instruction include scenarios designed to mimic planet-based battle conditions. It is here that candidates learn basic battlefield survival skills and receive their first lessons in the art of ground combat.



Days of training incorporate small unit fire and maneuver principles such as infiltration, assault, and force protection tactics. Each stage of training builds upon those preceding it until the final phase, when recruits are tested on their ability to successfully apply all of the lessons learned both individually as well as while operating within their ground combat team. As with marksmanship testing, inter-class competition is intense, with a long tradition of trophies and other recognition for candidates and instructors alike.

An effective soldier never ceases being a student, and the learning process does not end with a recruit's graduation and transfer to the Klingon Defense Force. Basic indoctrination is a process of establishing a foundation upon which a warrior is built and maintained. All warriors regardless of rank, posting, or area of technical expertise undertake regular class instruction and refresher training designed to test their continued aptitude in a host of essential military subjects.

As with so much else about these training methods, the failure rate among candidates remains a closely guarded secret. However, it is rumored for every one hundred recruits who enter an indoctrination center's portals, fewer than half succeed in navigating the course curriculum. The reward for reaching this goal is to be designated a basically

The Unhappy Ones

EXCERPT FROM SPEECH GIVEN TO THE SURVIVORS OF DEFENSE FORCE OFFICER TRAINING BY GENERAL MALAT, YEAR OF KAHLESS 801

From this day forward, some of you are true warriors of the Klingon Empire. You have achieved the highest station possible: fighting the Empire's battles. You are the vanguard of the High Council's army against whatever foes present themselves. No matter who we might face in combat, they shall be defeated, for you are Klingon warriors, all descendants of Kahless himself! You all carry the crests of true warriors, the proud forehead of a true Klingon!

Others of you – the *QuchHa*' who look upon me now with your disgusting smooth foreheads – you too will serve the Empire, of course. You are soldiers, and I am sure you will follow orders with dispatch, even though your blood is polluted with Earther DNA, thanks to Dr. Antaak and his vile experiments. Nonetheless, you will serve and serve well – or die trying.

Long live the Empire! ▲

PERSONAL LOG

Rank Comparisons

The Klingon Defense Force rank structure is largely a holdover from that of the Klingon Imperial Fleet, at least so far as officer grades are concerned. Combining ground and air/space operations into the KDF's mandate required formalization of enlisted ranks for ground troops as well as ship-based support personnel. While there are some similarities to the rank structure of other military organizations such as Starfleet and adversarial powers, most ranks are not truly equivalent across these entities. This chart attempts to draw as close a comparison as practical based on the individual rank along with the responsibilities, expectations, and accomplishments of individuals observed to hold such positions.

KDF RANK	COMPARABLE STARFLEET RANK	COMPARABLE ROMULAN RANK	COMPARABLE CARDASSIAN RANK
General	Admiral	General	Grand Gul
Brigadier	Vice Admiral	Admiral	Legate
Colonel	Commodore / Rear Admiral	Colonel (Tal Shiar only)	Jagul
Captain	Fleet Captain	N/A	Gul
Commander	Captain / Commander	Commander / Major (Tal Shiar only)	Dal / Dalin
Lieutenant	Lieutenant Commander / Lieutenant	Sub-Commander / Sub-Lieutenant	Glinn / Gil
Ensign	Ensign	Centurion	Gil
Sergeant	Chief Petty Officer	Centurion	Gil
Corporal	Petty Officer	Centurion	Gil
Bekk ("Warrior")	Crewman	Uhlan	Garresh / Gorr

trained warrior ready for greater, more targeted instruction. Depending on the chosen field of specialization, students can spend more than a year attending such courses before being deployed to the KDF's ground forces or aboard one of the warships in the Empire's vast fleet.

Officer Training

Officers of the KDF generally are drawn from one of the many prestigious Houses, with new candidates often carrying on a family tradition of service dating back generations. Klingons choosing to pursue a military commission must first complete training at one of the military indoctrination centers as any other recruit. Only then will they be then sent to the *veS DuSaQ*, or "the School of War." Here, the focus shifts from simple basic military training to specialized curricula designed to prepare officers for the demands of successfully leading Klingons in times of peace and conflict.

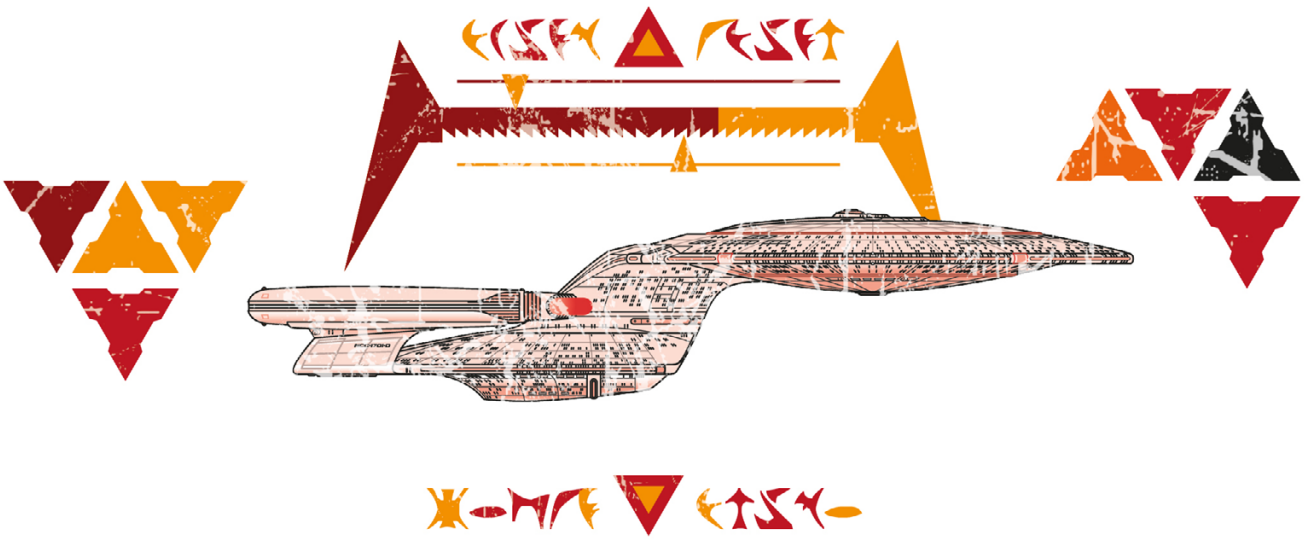
Instructors emphasize developing the character of every candidate so they come to fully understand the special trust and expectations placed upon them as an officer. Students embrace an ethos which has defined the Klingon soldier for uncounted generations. They study history and tactics, learning from the victories and failures of warriors past in order to prepare for leading their charges toward future conquests. The training is a crucible, honing a warrior's body and mind so they are able to think, act, and persevere when faced with the unremitting chaos of battle. Graduation requirements for *veS DuSaQ* are even more demanding than basic training, with a successful completion rate of less than thirty percent. Only those who complete this course of instruction can consider themselves worthy of standing alongside the Empire's distinguished officer corps.

Ongoing Education

Even after they are posted to their first assignments, training does not end. Junior warriors and officers are enrolled in programs of continuing instruction in a number of areas depending on their assigned duties. Their commanders' intentions and mandates are plain: warriors of all ranks and positions are required to teach their responsibilities to their subordinates and in turn learn the duties of their immediate superiors. Soldiers of the Empire must possess diverse skill sets that enable them to assume any duty or function within a unit or aboard a warship. This is an essential aspect of duty when one can anticipate having to replace a fallen comrade during battle and assume their station or function. Additional training is designed to further groom a warrior for the assumption of increased responsibilities. When coupled with a pattern of consistently exceptional performance, seizing such educational opportunities is a pathway to promotion, career advancement, and ultimately greater honor and glory in service to the Empire.

Assignment

While undertaking basic instruction, enlisted recruits and officer candidates select a military specialty for which they will receive additional training before being posted to their first duty assignment. While every member of the KDF is



expected to carry out the base functions of a warrior – fighting the Empire's enemies – the reality of modern day military readiness is that each member receives intensive skills training in a chosen area of expertise. Selection of these occupational fields is based first and foremost on the needs of the Empire but also the qualifications and aptitude of the individual warrior. Those who demonstrate proficiency with technology may find themselves learning to be an engineer or sensor systems officer aboard a warship assigned to the Internal Security Force or Deep Space Fleet. Others who display a propensity for mentoring or assisting other recruits with test or drill preparations are screened to serve as instructors themselves, dispatched to schools devoted to weapons or other vital equipment. Areas of specialization which remove any Klingon from a position where they might see battle are frequent targets of disdain by young, inexperienced soldiers eager for their first taste glory. Elder warriors know better.

Once their training is complete, warriors assigned to the Internal Security Force quickly find themselves posted to a ship, ground installation, or space-based facility such as a forward base or observation outpost along the border. The typical tenure of service at any one location is two years, though hardship assignments such as border posts and other remote stations rotate personnel every six months. Ship duty is also a two-year assignment, though members of a vessel's crew spend approximately half of that time deployed. When not on patrol or engaged in other activities, a ship may be undergoing refit or repair while its crew undertakes the complicated process of inspecting the vessel's onboard systems and other equipment and assets in preparation for its next deployment. Klingons posted to the Deep Space Fleet return to the military forces of their respective Great Houses or the region in which those reside.

DUTIES

Whereas the Deep Space Fleet is typically constituted only during a time of conflict for deployment in defense of Imperial interests well away from the homeworld, the Internal Security Force is the KDF's active element that undertakes a variety of responsibilities. Force projection is the ISF's primary mission, in the form of patrols through Klingon space and the use of forward observation outposts and other bases along the Empire's borders. The military is also tasked with surveying and evaluating newly discovered worlds at the edges of Klingon territory, assessing their resource potential. Though the Klingons of today rarely engage in outright conquest of inhabited worlds, they do invite those populations to reap the benefits that come with life under Imperial rule. The main exception to this practice comes on the rare occasion a planet challenges the Empire's security or sovereignty.

During times of crisis, all priorities of the KDF shift to defense of the Empire. The most recent major conflict, the Dominion War, posed a threat to all Klingon people and brought about unprecedented military action on multiple fronts. Whereas in the past the KDF stood alone while fighting these battles, on this occasion alliances with the Federation and eventually the Romulans ensured victory. The war was hard fought and the costs were high, but the coalition which came together to defeat the Dominion proved that working together – even with those the Empire once called enemy – can achieve positive results. Today, KDF vessels work in concert with Federation starships, participating in joint training exercises, personnel exchange and outreach programs, and combined service aboard vessels, as well as ground installations and space-based outposts. Narendra Station at the edge of the Shackleton Expanse is the most recent and prominent example of this program, featuring a blended complement of Federation

and Imperial crews. Due to the success of the Narendra initiative, other combined bases are being planned for deployment in both the Alpha and Beta Quadrants.

For the individual Klingon serving in the KDF, training and proficiency in a dedicated area of military expertise is the primary factor taken into consideration when directing a warrior to a ship or base. Once posted to such an assignment, a Klingon's duties are dominated with the demands of their primary billet. Duty while serving at a ground or space-based installation is somewhat similar to a ship assignment, with the main difference being that for warships on patrol duty, shifts are shorter and there are few if any diversions from a daily schedule.

Those not serving in their primary role often undertake any number of ancillary tasks such as maintenance of weapons and equipment, safety drills, or combat simulations. Given that whenever a ship goes into battle everyone aboard must be ready to participate in the fight, even the lowliest cabin steward aboard a battle cruiser becomes proficient in their vessel's tactical and defensive systems. Every member of a ship's crew is further required to demonstrate competence in emergency procedures, including repair of vital systems. There are also training requirements in a number of essential subjects in which crew members must requalify or recertify at regular intervals. Most of these subjects relate to each Klingon's status as a warrior first. Prominent examples of the areas in which ability is evaluated include weapons and personal combat, physical fitness, and survival in space as well as a host of planetary conditions.

Landing Parties

For Klingons assigned to warships on long patrols, arriving at a previously unknown or uncharted planet brings with it an often welcome change from what can be long periods of mundane existence. When a vessel assumes orbit over such a world, it is for one of two reasons: the planet must be surveyed and explored to determine its value to the Empire, or its usefulness has been ascertained and it is to be claimed. Sensors and other technology aboard a warship can provide information about a new world, but planting the Empire's flag on new soil requires Klingons to venture to the planet's surface. This is especially true when confronting an indigenous population. Honor demands nothing less.

Survey Parties

This is one of the few landing party functions where a military mission is not the primary focus but instead concentration is shifted to a warship's scientific contingent. While sensor scans conducted from orbit can collect a great deal of information about a planet's properties, they often fail to provide a comprehensive picture of everything a newly discovered world has to offer. Once initial scans are completed and a determination is made as to the planet's potential value, survey parties are sent to the surface. There, they can spend days or even weeks gathering specimens and collecting data, gaining firsthand observations and knowledge from local flora and fauna, atmosphere and water, and mineral resources. If there is a native population, it is also studied from both a scientific and military perspective. Although this is the sort of duty that many warriors find distasteful, experienced leaders understand the value of such missions. Survey parties and their findings are often the determining factor in whether a planet is deemed worthy of inclusion in the Empire.

Occupation Forces

In the modern age, Klingons have curtailed the practice of simple conquest when an indigenous population of sentient people is involved, but this has not stopped the Empire from claiming a world in time of critical or strategic need. If a pre-existing civilization is pre-industrial, occupation forces are still sent to assert Imperial authority, but the days of simply subjugating a native population are long past. Treaties with the Federation ensure this process remains peaceful. When an advanced society needs to be considered, a delegation from the Klingon Diplomatic Corps is dispatched to negotiate an agreement with representatives of the world's leadership, whether a single entity or multitude of nation states. It is a rare occasion that native inhabitants decline an offer to join the Empire. Once in place, an occupation force's primary responsibility is to enforce Imperial rule, but even that process has changed over time and bears little resemblance to similar missions from ages past. Even the occupation armies of a century ago were far more unforgiving than they are today. Many a seasoned and cynical warrior blames this "evolution" on the Federation's continuing presence and influence in Klingon affairs.

Boarding Parties

It has been said that Klingons do not take prisoners. In many cases during conflict that is most certainly true, particularly in the case of ship-to-ship combat where there is little time or quarter to accommodate prisoners. However, if a determination is made that an enemy vessel harbors personnel or materiel deemed by higher authority to be of importance, a warship's commander will dispatch a boarding party to secure that target. Perhaps it is the other vessel itself that is the target, in which case a boarding force must be sent to seize control of the other craft and ready it for transport to a secure location. There is also the possibility than an adversary may elect to send its own assault force to attempt seizing a Klingon vessel, requiring a ship's complement to repel these potential boarders. It is exceedingly rare for the crew of a warship to fall before such an attack. Training for these and other scenarios are a regular component of shipboard life, drawing on centuries of interstellar conflict against a broad spectrum of adversaries to develop methods for quickly and decisively achieving the desired objective.

CHAPTER 02.10

WORLDS AND LOCATIONS

"THERE WAS A TIME, WHEN I WAS A YOUNG MAN, THE MERE MENTION OF THE KLINGON EMPIRE MADE WORLDS TREMBLE."

– KANG, DAHAR MASTER

QO'NOS [TOQ CLASS]

Qo'noS is not only the homeworld of the Empire, it is the beating heart that all Klingons share. Our world is located in the Klinzhai star system, and residing in close orbit to our mother star makes our home as ferocious as the Klingon spirit.

WORLD HISTORY

Treacherous mountains, jagged cliffs, erratic volcanoes, and rivers of lava are spread across the landmass that stretches over most of our world. What remains is claimed by the PoSblQ'a' Ocean, with smaller seas scattered around the planet. Qo'noS's volatile nature causes its weather to be erratic and dangerous to the uninitiated. Volcanic ash in the atmosphere keeps the climate hot, and the air thick with the sweet stench of sulfur.

Unlike other civilizations that have turned their homeworlds into docile rocks, Qo'noS remains as savage as the day it was forged by the gods. We have conquered our land but chosen not to take away its fury.

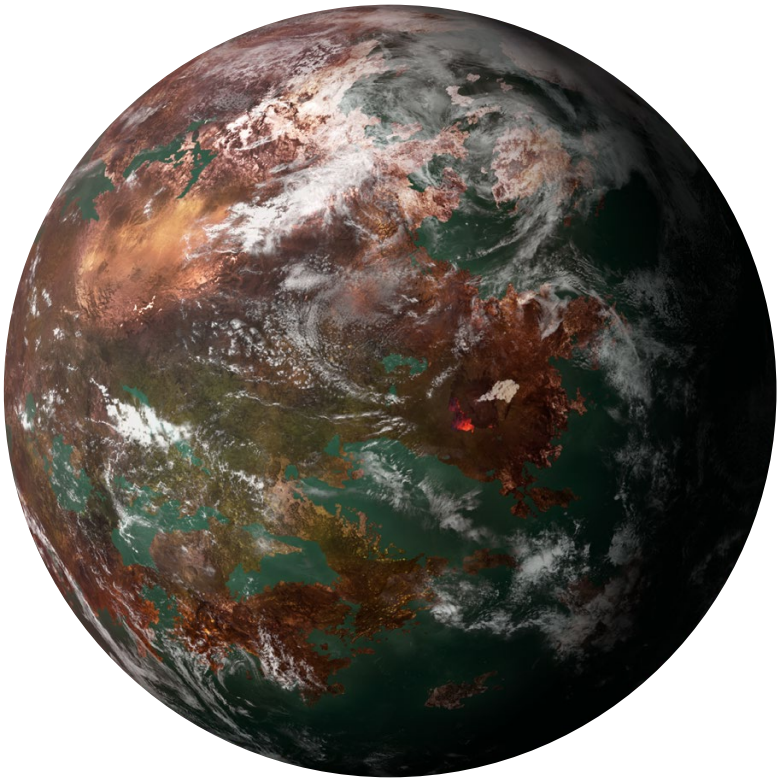
VENG WA' DICH (THE FIRST CITY)

Before there was Kahless, before there was the Empire, before Klingons soared among the stars, and still squabbled over land and food, there was Veng wa'DIch.

The First City in many ways is where Klingon civilization was forged. Built along the Qam-Chee River out of necessity for commerce and trade, the city was the center of our economy for centuries. When Kahless rose to power, he chose Veng wa' DIch as the capital of Qo'noS, and the Klingon Empire.

The winds of time and change have divided the city into quarters:

- The **Old Quarter** (**veng 'ay' ngo'**) is all that is left of early Klingon life, and in the face of history much of it has withered like a faded memory – except for the Great Hall, which resides near its center. From here the High Council governs and passes out Klingon law.



PLANETARY CLASSIFICATION

FROM: Klingon Department of Stellar Records
TO: Starfleet Department of Stellar Cartography

We have refused your request to integrate with your Federation Planetary Classification system. Now that we are allies, it is irrelevant how many species use this system. We have no desire to use it, or to learn the Human alphabet.

This is our planetary classification. We advise you refer to it as needed, as we shall do the same with yours.

- **Level I: Chargh** Class (Conquerable)
- **Level II: Yan** Class (Exploitable, of use)
- **Level III: Toq** Class (Habitable) ▲

OFFICIAL MEMORANDUM

- The **New Quarter** (**veng 'ay' chu'**) today is itself a relic of the past, but still has its place.
- The **Bazaar** (**ngevmeH yotlh**) is the birthplace of the trader's market, and perhaps the first Klingon economy.
- The **Burned Quarter** (**veng 'ay' meQlu'pu'bogh**) has been rebuilt after the fires that decimated it centuries ago. The name remains, because the lives lived and lost here will never be forgotten.

QAM-CHEE

Before the foundation of the Empire, it was here in the city of Qam-Chee that Kahless and Lady Lukara together faced five hundred soldiers under the command of the tyrant Molor. Side-by-side, in battle, and in love, the two warriors faced down and defeated the five hundred. This was the beginning of the romance that has become legend, and the legends that defined our history.

QUIN'LAT

The city of Quin'Lat is revered throughout the Empire for its history and its necessity. Centuries ago the city was a vital junction along the trade corridor to the First City. Kahless himself once used the violent storms that plague the city as a cautionary tale. Today, Quin'Lat has become the very heart of the Klingon military industrial complex on Qo'noS. The workers, factories, and storehouses are devoted exclusively to the armament and protection of the Klingon people.

THE PAQ'BATLH

THE SECOND TOME OF K'ERED

ylqIm! ngay' 'oH tlhIngan wo''e'.
QeHDaj tlhopDaq **ylnguqHa''eghmoH** DuntaHmo'!
ylyep'eghmoH, yermaj Da'elDI'. tlhIngan maH 'ej qoH DIcherghQo'.

Translation:
Behold *the glory that is the Klingon Empire.*
Bow *before its majesty and fury.*
Beware *all those that step foot onto our soil, for we are Klingons, and we do not suffer fools.* ▲

OFFICIAL MEMORANDUM

THE UNSEEN

Rumors that parts of Veng wa' DIch are under the influence of the Leghbe'lu'wI' is ridiculous. The Unseen are a myth. There is no fabled Klingon order that hears and sees all, manipulating history from the shadows. These are nothing more than stories that fill children's nightmares and holonovels. We are Klingons, not Romulans or Cardassian serpents slithering in the shadows. ▲

OFFICIAL MEMORANDUM

KRI'STAK VOLCANO AND THE LAKE OF LUSOR

One of the highest peaks on Qo'noS, Kri'Stak's true majesty rests in the gift it gave to all Klingons. After climbing to the summit of the volcano, Kahless took a lock of his own hair and plunged it deep into Kri'Stak's river of lava. In that moment the Klingon heart merged with the fury of Qo'noS itself. Kahless pulled out what he had wrought and cooled it in the nearby Lake of Lusor, twisting and shaping it into the first *bat'leth*, the Sword of Kahless.

Today, Kri'Stak is dormant, her fury silent. Klingons from across the Empire pilgrimage to the top of the volcano, carrying only their *bat'leths*, following in the footsteps of Kahless. The blessed few that complete the journey hope to receive a vision that will aid them in their quests.

BORETH [TOQ CLASS]

On the last day he walked among us, before his journey to Sto-Vo-Kor, Kahless the Unforgettable pointed to a star in the night sky over Qo'noS, promising to return. "Look for me there, on that point of light," Kahless said. That point of light was the star of Boreth.

WORLD HISTORY

Boreth is the only **Toq**-Class planet orbiting that distant star. As soon as Klingons could travel to the stars, we took the world for our own and established a monastery. For fifteen centuries we have waited for the Unforgettable to return to us. The Guardians – caretakers of the monastery – have dedicated their lives to the protection and preservation of the sacred scrolls of the Paq'batlh. They assist warriors from across the Empire who pilgrimage to Boreth in the hopes of achieving enlightenment.

In 2369, the Guardian leader, Koroth, along with his fellow caretakers, feared Klingons had strayed from the path of honor, so they devised a plan to stage Kahless's return to the people. The Guardians created a clone using preserved genetic material from the true Kahless. The ruse was discovered, but in his wisdom Chancellor Gowron allowed the Kahless clone to assume the title of emperor and become the moral and religious conscience of our society, without wielding the political power of such a role.

Regardless of the manufactured "return" of Kahless, Klingons still make the journey to Boreth, seeking guidance and answers, waiting, because we still have faith.

KHITOMER [YAN CLASS]

WORLD HISTORY

This speck of a world forced its way into our history and has been a stain upon the Empire for far too long. The Galaxy knows Khitomer as where peace began between the Empire

and the Federation. But for generations Klingons rarely spoke of it. It is said Chancellor Azetbur chose Khitomer for the peace talks because she wanted somewhere on the rim of the Empire. A place she would never return to again, never be reminded that her first action as chancellor was to kneel.

And then there is the Khitomer curse.

Even today, Klingons throughout the Empire believe that after Praxis we should have raged a war upon the Federation unlike the Galaxy has ever seen. But Azetbur chose a different path for the Empire, a weaker path, and in doing so many believed she placed a curse upon the Empire that could only be removed with blood. When the Romulans destroyed Khitomer in an unprovoked surprise attack, many said it was the curse of Khitomer being fulfilled.

Whether the attack on Khitomer was ill fortune or fate, the Empire has taken what it believed of the Khitomer curse and put it to rest along with our dead. Our colony on Khitomer has been rebuilt and is thriving once again, but we will never forget the thousands of Klingons who died that day in service to the Empire. The obelisk we have placed on the site will be a memorial for generations to come of the brave warriors that died, with honor.

Narendra III [Yan Class]

WORLD HISTORY

Narendra III allowed us to trade with the Romulans while also keeping watch over them. Later, when the Humans and the Federation began to emerge, we watched them from here as well. The Human Captain Jonathan Archer had his trial and sentencing here for crimes against the Empire.

When our allies, the Romulans, attacked us at Narendra III we were caught off guard, but we were not surprised; after all, it is in a Romulan's nature to deceive. What surprised us was a Federation starship coming to our aid. When we were at war with the Federation it was easy to understand our enemy. They were weak. They only met us on the battlefield when forced, they did not enjoy fighting, they were not warriors. They spoke of peace and sought to conquer not with weapons, but with talk and negotiation.

They had no honor.

Kahless once said **Qap loD pagh Qu' puq** ("A child cannot do the work of a man.") This is how we felt about the Federation, children playing at war, not willing to make the necessary sacrifices – until Narendra III. A Human female captain put her ship in peril to aid an enemy in their time of need, and fought to the last.

To fight a losing battle in defense of those that cannot defend themselves…there is no greater honor.

Praxis [Yan Class]

WORLD HISTORY

When Klingons took those first steps into space, the only moon orbiting Qo'noS is what we first stood upon. The first world to ever bear a Yan-Class designation, Praxis was the foundation the Empire was built upon. We first used it to mine ore necessary for our factories, and then dilithium for the fleets of battle cruisers that became the extension of our will across the quadrant.

When the Praxis incident occurred, it was unfortunate for the Empire. Many have said the incident was an

Narendra III Outpost

STARFLEET COMMUNIQUE RELEASED TO KLINGON EMPIRE BY ORDER OF THE FEDERATION FREEDOM OF INFORMATION ACT

This is Captain Rachel Garrett of the *U.S.S. Enterprise*. We're responding at maximum warp to a distress signal from the Klingon outpost on Narendra III. Sensors show the outpost is under attack by three, possibly four vessels. We're the only Federation ship in this sector. Send assistance…we're going in. ▲

STARFLEET COMMUNIQUE

Praxis Explosion

FEDERATION HISTORICAL DOCUMENT ATTACHED TO PRAXIS RECORD BY ORDER OF KHITOMER ACCORDS

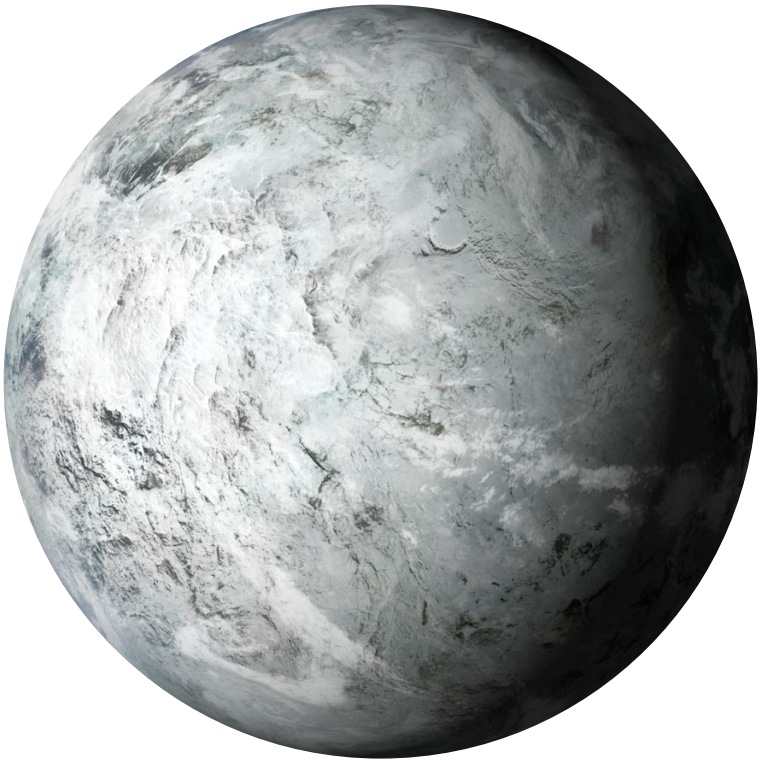
PERSONAL LOG: CAPTAIN ANGELA SIMS: *U.S.S. HOPE* (FEDERATION ECOLOGICAL SEARCH AND RESCUE UNIT)

Once half of Praxis exploded, we got the call. Two hours later the *Hope* was ready to go in, but the politicians couldn't decide what to do. If it was up to me, we would've gone then, but orders are orders. So we waited on the edge of the Neutral Zone until the Kirk mess was sorted out. When we finally got the green light it was like nothing I'd ever seen before. Our navigational deflector burned out approaching Praxis because of the sheer amount of macro and microscopic debris. Sensors worked, but with so much ionization in the atmosphere we couldn't get a lock with the transporters, and the radiation made it too hot for shuttles. For weeks it was just one problem stacked on top of another. I couldn't shake how much Praxis reminded me of Earth's ancient Chernobyl disaster, in so many ways.

By the time we did get in, there weren't many left alive to save. According to our estimates what's left of the dilithium mining facility on Praxis will be burning well beyond the 32nd century.

Note: The document you have just read from our Federation allies is what the Humans call a work of fiction, and it should be treated as such. ▲

PERSONAL LOG



ecological disaster that would have destroyed the Klingon people if not for the Federation. This is not true. What happened was not as destructive as what was reported. There was no massive subspace shockwave throughout the system, no irreparable damage was done to the ozone layer of Qo'noS, there were not thousands of casualties. These are all what the Humans would call "a distortion of the facts." Praxis was a bad accident, yes, but loss of life was minor; many of the workers were evacuated before the Federation even arrived. The Federation did not save the Klingon Empire, they merely assisted and, perhaps, sped up our own clean-up procedures. Their assistance was honorable, which led to a cessation of hostilities and the Khitomer Accords.

THE FIGHT FOR JUSTICE

STATEMENT FROM ADVOCATE KOLOS UPON HIS RELEASE FROM RURA PENTHE

It is naive to believe justice is the same for everyone. Justice, like the truth, must be fought for on the battlefields of corruption, greed, and discrimination. I have fought my battle here at Rura Penthe, to show what it means to have honor within a dishonorable system. I had no idea word of what I was doing had spread throughout the Empire. Because of you my sentence was commuted to nine months. But the war is not over; there is still much to be done, and perhaps what I have failed to accomplish as an advocate, with your assistance, I will achieve as Magistrate. ▲

PERSONAL STATEMENT

RURA PENTHE [YAN CLASS]

WORLD HISTORY

The Beta Penthe system has no habitable worlds, only an extensive asteroid belt. Designated Yan-Class, the Rura Penthe asteroid has a breathable atmosphere but little else, essentially a mass of ice and dilithium floating in space. The sub-zero surface temperatures on Rura Penthe makes underground mining the only viable solution.

The dilithium mines on Rura Penthe were first used as a penal colony to show the Galaxy the price for defying Klingon law. Armed guards keep order in the mines, but there is no guard tower or fence on the surface; they are simply not needed. Nothing can live for long on the surface.

Throughout the Galaxy Rura Penthe is known as the Aliens' Graveyard, but to Klingons it is known as the dungeon of dishonor.

While there is 24th century technology that could mine more efficiently, we do not want to spoil the work ethic of Rura Penthe's inmates. The prisoners use the same equipment the first miners used and heat themselves the same way, from the radiation of the dilithium deposits. All those sent to Rura Penthe are given a life sentence, but few survive longer than a year.

It is rumored that over the years a small handful of prisoners have escaped from Rura Penthe, among them, three Humans from the Federation. This is simply untrue.

The Earther starship captain Jonathan Archer was rumored to have been sentenced to Rura Penthe but there is no record of him ever being held at the penal colony. As for Captain James Kirk and Doctor Leonard McCoy, they were tried and convicted for the assassination of Chancellor Gorkon and sentenced to Rura Penthe. However, in light of new evidence made available the two Humans were released and assisted in uncovering a plot to rekindle war between the Empire and the Federation by rogue members of the Romulan government and the Federation's Starfleet.

TY'GOKOR [CHARGH CLASS]

WORLD HISTORY

When the Empire was in its infancy and the stars were new to us, we followed the doctrine Kahless taught us: "To survive we must expand, and to expand, we must conquer."

Ty'Gokor was just outside the borders of the emerging Empire, a world located in an asteroid belt. When we launched our campaign to take the planet, we faced a vicious enemy with superior numbers and technology. Rivers of Klingon blood were spilled on Ty'Gokor, but our victory was glorious.

Today, Ty'Gokor serves as our military command center, an honor previously only held by Qo'noS itself. One of the most fortified locations in the quadrant, this jewel of the Empire is protected by orbital weapons platforms, a defensive shield, and a tachyon detection grid. Over thirty warships are stationed here at all times.

Rumors that a Federation team once infiltrated Ty'Gokor are untrue. In 2373, Chancellor Gowron suspected the Dominion were attempting to infiltrate the High Council. He gave special dispensation to the Changeling Odo and a small team to assist the Empire in rooting out and destroying the Dominion threat.

THE HALL OF WARRIORS

Erected on the final battlefield of Ty'Gokor where our warriors defeated their enemies and then drank bloodwine, the Hall of Warriors is sacred to all Klingons. As the Empire expanded and our victories mounted, we erected statues to honor the deeds of the warriors that pushed the Empire forward throughout history. From Kahless to Kang, the greatest of us are memorialized here. An eternal flame burns within a brazier in the center of the hall, reflecting the fire that burns within the Klingon heart. It is said if this flame is extinguished, the same fate will befall the Empire.

THE ORDER OF THE BAT'LETH

Founded by Lady Lukara, widow of Kahless, this sacred order has preserved the ideals and principles of honor that Kahless intended. To be a member of the Order is to be a beacon of honor for all warriors, and indeed all Klingons, to follow.

OTHER WORLDS

AJILON PRIME [TOQ CLASS] AND THE ARCHANIS SECTOR

WORLD HISTORY

Ajilon Prime is in the Archanis sector, a region we claimed long before the Federation ever existed. During our first confrontation with the Starfleet, countless Klingons warriors died defending and holding the sector. So, what the Federation could not take by force they negotiated for in the Khitomer Accords.

A century later, when Chancellor Gowron demanded the Archanis Sector be returned, the Federation refused, so we reminded them what it means to go to war with the Klingon Empire. Learning from the past, we placed transporter suppressors on Ajilon. Battles are not meant to be run away from in beams of light; you are either victorious, or defeated. There were many Klingon casualties, but in the end, the soil was drenched in Federation blood.

Eventually, because of the Dominion threat, a ceasefire was established, and an armistice after that. When the peace resumed, all the Federation diplomats could talk about were the lives lost on Ajilon. The Federation has never understood what every Klingon knows.

To have a rich and fulfilling life, one must have an enemy.

ELAS AND TROYIUS [YAN CLASS]

WORLD HISTORY

When we first discovered these planets and took command over them, they were deemed **Toq**-Class worlds. Found in the Tellun star system, both worlds were populated. Each civilization possessed the elementary ability to destroy the other, but little else. On Elas the only resource of interest were the women. Apparently their tears caused men to fall under their control – useful against enemies of the Empire. As for the Elasian men, as slaves, only their strong backs or deaths could prove their worth.

Troyius held even less value to the Empire than Elas. The Troyians are a race of green-skinned talkers that say nothing. Not even useful as slaves, extermination of the Troyius inhabitants and repopulation by Klingon citizens was preferred.

Before we could initiate these plans, we discovered that stones common on both worlds, thought worthless by the inhabitants, were actually dilithium crystals. At the same time, the Federation suddenly began to take interest in both planets; they said it was out of a sense of peace.

Ultimately, our initial plans for these worlds were not realized, and while it would appear Elas and Troyius prefer Federation rule, this is not the case. Over the last century, elements within both governments have sought to keep peace with the Federation and prevent war with the Empire. We have established a network on both worlds that has fulfilled the needs of the Empire, in many ways.

ORGANIA [CHARGH CLASS]

WORLD HISTORY

The only **Chargh**-Class world in the Organia system, we thought the planet would be key for the expansion of the Empire, but in truth, it was a waste.

When we first discovered the world, its people appeared meek and easy to conquer. We estimated it would take only days to pacify them and use the planet as a foothold near Federation space.

Of course, the Federation wanted to help them. But sheep are not meant to be protected, they are meant to be herded. Starfleet, of course, sent Kirk, and we sent Kor, the future *Dahar* Master. In space and on the ground, we vastly outnumbered our enemy, our victory was imminent.

S.S. Botany Bay

TRANSMISSION RELEASED FROM IMPERIAL INTELLIGENCE BY ORDER OF THE MARTOK ADMINISTRATION

MESSAGED RECEIVED 2355 HOURS, STARDATE 3537.6

"…repeat this is the leader of the *S.S. Botany Bay*. My crew and I are on Ceti Alpha V. We need immediate evacuation. As best we can tell, Ceti Alpha VI exploded yesterday and has devastatingly shifted our orbit. Eight are dead, fourteen are wounded, and we need assistance! I have created a transmitter from what is left of our farming equipment but the battery will only last another few hours. To whomever is hearing this transmission…this is the *S.S. Botany Bay*. We need immediate evacuation off of Ceti Alpha V!

Message sent 0122 hours, Stardate 3537.7

"*Botany Bay,* this is Commander Kang of the Klingon Cruiser *Suvwl*'. You are correct. Ceti Alpha VI has exploded and shifted the orbit of your planet. We are nearby and can render assistance. We have scanned your settlement and determined that you are all Human, sworn enemies of the Empire. Therefore, you are not worthy of rescue, so, we shall leave you with the proverb of Molor: **bortaS blr jablu'DI' reH QaQqu' nay'**. I will translate for you. It means: Revenge is a dish that is best served cold." ▲

DECLASSIFIED TRANSMISSION

The Great Tribble Hunt

BATTLE LOG, THE YEAR OF KAHLESS 895, CAPTAIN KOLOTH

Since commissioning the creation of the glommer, we have made tremendous progress in exterminating the tribble infestation that is wreaking havoc with the Empire. We have removed the pestilence on seven different Klingon worlds. We arrived too late to save this year's crops on Gault, a farming colony that will take several years to recover from the waste lain to the crops by the voracious parasites. A horde of glommers removed the tribbles once and for all, and the planetary governor thanked us, though his intended feast in our honor was postponed due to the tribbles consuming all their foodstuffs.

We have at last traced them to their homeworld on the fourth planet in a neutral system that the Earthers have dubbed Iota Geminorum. Many of the tribbles on this world are more docile and less fertile than those we have encountered in the Empire and beyond, but no matter. Our fleet has entered orbit and it will be the work of an hour to remove every tribble from the Galaxy with orbital bombardment, followed by transporting down another horde of glommers to make sure that every last tribble is eliminated. ▲

BATTLE LOG

But, alas, it was not to be. The sheep revealed themselves to be powerful aliens that would rather hide like *petaQ* than show their strength. They prevented the Empire and Federation from their right to wage war for Organia. Both sides were forced to sign the Organian Peace Treaty and end our war with the Federation.

What these aliens did left a bitter taste throughout the Empire. Wars, like all good meals, should leave one satisfied at its end.

We had been denied our birthright. The Organians have no honor.

Tribble Prime (Iota Geminorum IV)

By order of Imperial Mandate 7: NO VESSEL UNDER ANY CONDITION, EMERGENCY OR OTHERWISE, IS TO VISIT IOTA GEMINORUM IV. Violation of this mandate is punishable by death.

Tribbles are not the gentle, soft creatures they appear to be. In truth they are escaped Kos'Karii, vile serpents from Gre'Thor that are here to lure the living into complacency and dishonor. They squeal in our presence, for only Klingons know them for what they truly are, a blight that must be eradicated from the universe and sent back to Gre'thor. Our fleet has bombarded their homeworld from above and eliminated their threat to the Empire. We will do the same to any that attempt to set foot on this miserable rock or give safe harbor to any of these demons that may still remain!

Notable Locations

What follows are brief descriptions of other areas of note to Klingon warriors seeking honor and glory.

Delta Triangle

We first learned of this treacherous region of space when our warships began disappearing in the space between the stars Kessik, Bellatrix, and what the Humans call FGC-82659. Apparently, ships from every known species have been lost in this region for centuries.

Klingon vessels were ordered to avoid it at all costs. However, Commander Kor decided to use the area to trap Federation vessels always eager to explore and investigate.

Kor encountered Kirk and the *Enterprise*. Inside the Triangle, Kirk fired upon him without warning, and both vessels were pulled into an abyss. A realm where time had no meaning and ships from centuries long past still existed – their crews untouched by the ravages of time. To make matters worse, the abyss somehow drained power from the vessels, making escape impossible.

Kor and Kirk were transported away from their ships and placed before a council of captains, made up from ships lost in the abyss. The council called the wretched place Elysia and gave Kor and Kirk one choice – join or die. Fortunately, Kor successfully executed a plan to escape, utilizing power from both his ship and Kirk's. The *Enterprise* immediately fled from the region after escaping the Triangle.

While in Elysia, Kor's ship's sensors detected generators the size of moons located somewhere within the abyss. Perhaps these machines were the technology siphoning energy from all the starships or weapons waiting to be discovered.

We sent a strike force of a half dozen warships into the zone to pacify Elysia, retrieve the technology, and escape with the same method Kor used. They never returned, and their crews are remembered as honored dead.

Since this venture failed, we have designated this Triangle off limits to all Klingon vessels. The secrets of the abyss are not worth the trouble.

Gre'thor

When the dishonored die, their suffering is unending. Their souls are sent to the Barge of the Dead where they meet Kortar, the first Klingon, who became more powerful than the Gods who created him – for this he is eternally punished by ferrying the dishonored to Gre'thor.

Upon the barge the stench of blood and sulphur are heavy, and the dishonored cry out to a merciless audience as they are branded with the symbol of Gre'thor, the inverted emblem of the Empire. In the blood-thickened waters, the vile Kos'Karii serpents beckon to the dishonored on the barge, appearing and sounding as someone or something they love to lure them into the water to be devoured.

When the dishonored arrive at Gre'thor, the demon Fek'Ihr is said to be torturing souls in the Cavern of Despair. However, the Guardians on Boreth believe that Gre'thor is different for everyone, and stems out of our own fears. After all, we choose that which sustains us, or that which destroys us.

Klingon–Federation Neutral Zone

When the Organian creatures imposed their treaty upon the Empire and Federation they said they wanted to help us find what we could not on our own.

Peace.

Klingons understand there is no such thing. In those times we were allied with the Romulans and enemies with the Federation. The only constant was war, and the Empire.

But we did welcome what the treaty gave us.

Timeless Duty

TRANSMISSION RELEASED FROM IMPERIAL INTELLIGENCE BY ORDER OF THE MARTOK ADMINISTRATION

This is Captain K'Temoc of the Klingon warship *T'Ong* on return from our priority mission for the Empire. I am sending this encoded subspace microburst directly to the last known coordinates of the High Command on Qo'noS. It appears much has changed since we were ordered through an unstable wormhole leading to the Delta Quadrant. I have just been ordered to stand down by a Klingon, a Captain Worf of the Federation *Starship Enterprise*. Another Klingon, a female, commander K'Ehleyr, is about to transport aboard to assume command of my vessel. While they claim the Empire and the Federation are no longer at war, and their technology is superior, I do not trust them. Once I transmit all data relating to the hybrid machine race we discovered in the Delta Quadrant while cloaked, I will erase our computer banks and the log of this transmission.

For the Empire! ▲

PERSONAL LOG

The Neutral Zone.

A region between the Federation and the Empire that forbade any vessel, any alien, any technology from encroaching upon our borders. Trespassing for any reason gave us the opportunity to show the Galaxy that their nightmares about Klingons are true.

Years later, when the Khitomer Accords were signed, the Neutral Zone was dissolved. Today, we are allies with the Federation and enemies with the Romulans. Once again the promise of peace is being offered to the Galaxy like candy to children.

In the end, there will only be what there has always been.

The Empire.

Sto-Vo-Kor

For Klingons, there is no greater desire than to die in battle with honor and there is no greater reward than to go to Sto-Vo-Kor.

When a Klingon dies with honor they will find themselves in the river of the blood of the vanquished. As a warrior, to be able to wade through the blood of your enemies is a reward unto itself. Across the river, Sto-Vo-Kor, and Kahless himself, await. There is no peace, no rest in Sto-Vo-Kor, only glorious, eternal battle. On land with a *bat'leth* in one hand and your enemy's heart in the other, or amongst the stars with the Black Fleet.

Barge of the Dead

SUBSPACE TRANSMISSION TO BE SENT 48 HOURS AFTER TIME OF RECORDING

TO: The House of Lorgh
FROM: Kurn

I called you father before I knew the truth, and I do so again, one final time.

The lands and titles of my family have been seized, my daughters married to other houses, and I am invisible to our people. All that remains of the House of Mogh is a Starfleet officer, and this message.

The first time I died was in a back alley on Qo'noS during a knife fight, protecting my brother's honor. To my amazement I didn't awaken in Sto-Vo-Kor but the Barge of the Dead. How could this be? I lived a life of respect and honor. A Klingon sitting next to me on the barge howled in laughter at my confusion. He told me his name was Korris, and, like him, my mistake was in trusting Worf. I awoke in the *Enterprise* sickbay and dismissed this as a coma-induced dream.

The second time, Worf agreed to perform *Mauk-to'Vor* to restore my honor in death that his actions denied me in life. As he plunged the dagger into my chest I found myself standing in the River of Blood outside the walls of Sto-Vo-Kor. My father, who I only knew from pictures, now stood before me, welcoming me into his embrace. But I was ripped out of his arms and returned to the living, to my dishonor, my duty, and to my brother. I kept the experience to myself, but I began to see my life was no longer my own.

The last time, I saw the Boslic captain raising the disruptor, but honestly, I no longer cared. Not about Worf, or life, or even about dishonor. When the Boslic pulled the trigger I arrived, once again, in Gre'thor. I was greeted by Duras. To my surprise, the traitor of my father and family told me he pitied me. He told me Worf's pride had denied me honor in life and now Worf's guilt would deny me dishonor in death. The next thing I knew I had awoken...again.

Kahless once said a warrior drinking bloodwine alone is the shortest path to the truth. Sitting here, finishing this second bottle, I see now that my last loyal companion is my disruptor – perhaps it can accomplish what my brother could not. I think I'll find out when I finish this bottle.

Goodbye. ▲

SUBSPACE TRANSMISSION

Martok's Speech

TRANSCRIPT OF CHANCELLOR MARTOK'S KLINGON ACADEMY COMMENCEMENT SPEECH

Graduates! Today I am here to talk to you about glorious battles, and securing your places in Sto-Vo-Kor as warriors.

(Roars erupt from the graduates)

Everyone wants to be a warrior. That is why there are so few scientists, doctors, or advocates in the Empire. Who can be bothered with professions that bear no glory? That is for commoners.

(Murmurs from the graduates)

Despite what historians want you to believe, no royal blood courses through my veins. I, like my father, was born a commoner. He fought daily to feed and clothe his family. Was he not a true warrior, were his battles not one of life or death? If I was his only success, was he a failure?

You all know I was captured and imprisoned in a Dominion internment camp for two years. I was forced to fight Jem'Hadar in an arena continually, touching a lighted post every time I was knocked down, or I would forfeit the match. After a year of this I was exhausted mentally, physically. During one fight the Jem'Hadar leader reached in and pulled my eye right out of its socket. What you do not know…what I have never told anyone…is the next thing I knew, the light posts were still there, but I was kneeling in the River of Blood, and the walls of Sto-Vo-Kor were before me.

A woman that I had never seen before was there with me. She told me she was an ambassador, and that she had come to make a plea of me. She told me I could go on to Sto-Vo-Kor, but if I returned, I would meet the love of her life, and that he would take my place on the battlefield and in turn, I would take his. She told me if I didn't go back he would die, alone, surrounded by his enemies.

I tell you, I was tired, the Jem'Hadar had beaten the fight out of me. But the more I thought about this man I didn't know, I couldn't stomach the thought of him fighting alone, and in that moment I remembered what it meant to be a Klingon! I touched the light post next to me and awoke in the arena. A year later I met that woman's mate. He did take my place on the battlefield, and I have taken his. Ambassador K'Ehleyr was not a warrior, not royalty, but yet she fought, and died, for the Empire. With honor. If not for her, I would not be standing here before you now. Graduates, if you remember but one thing I have said today, remember this: the Empire will always need warriors, but not all warriors wield a *bat'leth*! ▲

TRANSCRIPT

CHAPTER 03.00
CORE RULES



03.10	CORE RULES	072
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CORE RULES

"IF WINNING IS NOT IMPORTANT, WHY KEEP SCORE?"
– WORF, SON OF MOGH

INTRODUCTION

Every ***Star Trek Adventures*** game revolves around you and your fellow players roleplaying as a group of proud Klingon warriors, fighting alongside their glorious allies and killing their dishonorable adversaries.

Your **player characters** are the protagonists of any ***Star Trek Adventures*** game, Klingon warriors that crew a warship, bringing glory to the Klingon Empire. You control a main character of your own creation, and make decisions for that character, roll dice, and engage with the events of the story that the gamemaster narrates for the group. You have a character sheet – a record of your character's abilities and other important information – that you'll use to interact with the story in play. You could also control **supporting characters**, who represent lower-ranked members of your crew, as the mission dictates. Both kinds of player characters are described more fully in *Chapter 4: Reporting for Battle*.

Non-player characters (NPCs) are everyone else, from allies and innocent bystanders, to the adversaries the player characters face. NPCs are collectively controlled by the gamemaster.



THE GAMEMASTER

Of the players engaged in the game, one will be the **gamemaster**. This player has a different set of responsibilities, and interacts with the rules of the game differently. The gamemaster establishes the scenes your characters find themselves in, builds on your actions and choices to shape the game, controls the NPCs, and challenges your honor and ability in battle, giving your character opportunities to earn glory or die a glorious death! They also interpret how the rules apply to a given situation, such as deciding how difficult your actions are, or what the results of a dice roll mean to the story. Above all else, the gamemaster is not your adversary – they just aim to make your characters' lives as dramatic, exciting, and challenging as possible.

DICE

In many roleplaying games, dice provide the varying chance or probability of an action succeeding, and ***Star Trek Adventures*** is no different. ***Star Trek Adventures*** uses two types of dice to resolve the actions a character attempts. Normally, you will roll a **dice pool** made up of several dice, all at once, and count their results.

TWENTY-SIDED DICE

Twenty-sided dice (d20s) are used for resolving tasks, and for rolling on certain mechanics tables. Often, you'll roll two to five d20s, noted as **Xd20**, where X is the number of dice to be rolled. So, 2d20 denotes that two twenty-sided dice should be rolled.

CHALLENGE DICE

The second type of dice are **Challenge Dice**, denoted in this ***Star Trek Adventures*** Klingon core rulebook by this symbol: .

These six-sided dice are used primarily for inflicting Stress and determining how much protection a character receives from cover. Each has six faces with four possible results, as shown in the **Challenge Dice** table – a score of 0, 1, 2, and an **effect**.

An **effect** result has a score of 1 in addition to triggering special effects, depending on the circumstances. A pool of is



rolled all at once, and their results added together, so multiple Challenge Dice are noted as X, where X is the number of Challenge Dice to roll. So, 4 indicates four Challenge Dice should be rolled, and their results added together.

If you don't have custom available, you can use normal six-sided dice instead – treat any die which rolls a 3 or 4 as blank, and any die which rolls a 5 or 6 as a result of 1, plus an effect.

Challenge Dice

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

Tasks

Your characters in ***Star Trek Adventures*** are incredibly skilled in battle and experienced as warriors to ensure that you can defeat your foes and earn glory for the Empire. Whenever your character's success is in doubt or when failure or complications are interesting, you roll dice in something called a **task**.

A task is an attempt to achieve a single activity, or forms part of a larger goal or objective that could require several tasks to complete. Succeeding at your task roll means that your character achieves what they set out to do, while failure means your character didn't achieve their goal; either way, the story progresses.

You should be informed of the potential consequences for success and failure before you attempt a task – Klingon warriors are skilled and intelligent enough to know the most likely outcomes for their actions, and it's assumed that given enough time and the correct tools, your character will be able to succeed at just about anything they set their mind to.

Re-Rolls

When re-rolling your dice pool, you always choose the number of dice you want to re-roll. The new results replace the original results, even if they're worse than the original results.

Some situations allow you to re-roll a specific number of dice, while others allow you to re-roll all the dice in your dice pool. Either way, you can always choose how many dice you want to re-roll, up to the number of dice listed.

Attempting a Task

A task uses your character's **attributes**, **disciplines**, and **focuses**, and requires rolling a pool of two to five d20s. Attempting a task follows a specific process:

1. **Choose Attribute + Discipline:** The gamemaster chooses which **attribute** and which discipline are appropriate for the task, and if any of the character's **focuses** apply. Add together the attribute and the discipline chosen – this is your **target number** for each d20.

2. **Set the Difficulty:** The gamemaster sets the **Difficulty** of the task, normally between 0 and 5. The Difficulty is the number of **successes** you must generate to successfully complete the task.

3. **Roll the Dice Pool:** Assemble your dice pool. You start with 2d20, but you may buy up to three more d20s with **Momentum** (page 76), and after you've added any dice, you roll the entire dice pool.

4. **Check for Successes:** Each d20 that rolls equal to or less than your target number generates 1 success. However:

   a. If you have an applicable focus, you generate 2 successes if a d20 rolls equal to or less than your discipline rating.

   b. If you do not have an applicable focus, then any d20 that rolls a 1 is a critical success, and generates 2 successes.

   c. Each die that rolls a 20 causes a **complication** (page 79). Sometimes, complications occur on rolls other than 20, as described on page 79.

5. **Check Successes Against the Difficulty:** If the number of successes generated equals or beats the Difficulty of the task, then it is completed successfully. If the number of successes is less than the Difficulty, you have failed and brought dishonor on your House.

   Each success above the Difficulty of the task becomes a point of **Momentum** (page 76), a valuable resource that tips the odds in your favor.

6. **Get the Result:** The gamemaster describes the outcome, and if the task was successful you can spend Momentum to improve the result further. After this, the gamemaster introduces any complications.

Combinations of attributes and disciplines are stated throughout this rulebook, but the gamemaster can choose to change that combination if they wish. You can also suggest an attribute and discipline combination to the gamemaster, but they have the final say.

Difficulty Zero Tasks

Traits can reduce the Difficulty of a task to zero. A task may also be so simple that it does not require dice to be rolled in the first place. These are **Difficulty 0 tasks**.

If a task is Difficulty 0, you don't need to make a die roll – it is automatically successful with zero successes and no risk of complications. However, because no roll is made, you can't generate any Momentum – even bonus Momentum – and you cannot spend any Momentum on the task's result either.

You can still ask permission from the gamemaster to roll your dice pool against a Difficulty of 0, with every success generating 1 Momentum. This comes with the normal risk of generating complications by rolling a 20, as well. This sort of Difficulty 0 task can be useful if it's important to see how successful a character is, but there's no real chance of failure.

Example: *Lieutenant Kolach is piloting a bird-of-prey around a slow Orion merchantman during battle. There's no real chance of failure, so the gamemaster decides that the task has a Difficulty of 0. However, it's still valuable to see how well he succeeds, so Kolach rolls for the task, generating Momentum that can be used to benefit himself and the crew later.*

Task Difficulty

When the gamemaster asks you to attempt a task, they set the Difficulty of that task. Most tasks will have a basic Difficulty of 1, though more routine or straightforward tasks may have a Difficulty of 0, and more complex or problematic tasks will have higher Difficulties. Tasks detailed elsewhere in this book list a basic Difficulty but even those tasks should be evaluated in context to determine if other factors impact how difficult the task is. The gamemaster should also determine if the task is possible or not, given the circumstances and the methods at the characters' disposal.

Traits, **advantages**, and **complications** – described in detail on pages 78-79 – will affect how difficult a task is or whether it is possible:

- **Advantages** reduce the Difficulty of a task by 1, or make a task possible if it was previously impossible.
- **Disadvantages** increase the Difficulty of a task by 1, or make a task impossible if it was previously possible.
- **Traits** can function as advantages or complications, depending on the circumstances.

You should know the Difficulty of the tasks you attempt – your characters are skilled professionals who can easily

evaluate how difficult an activity is. This lets you determine what you'll need to do to have the best chance of success.

Example: *The Earther Doctor McCoy is attempting to perform CPR on the critically injured Chancellor Gorkon. This task has a basic Difficulty of 2, but there are other factors. Firstly, Dr. McCoy is not familiar with Klingon anatomy, which increases the Difficulty by 1. Secondly, McCoy (along with the rest of his fellow senior officers) had endured a very late night of tense diplomatic interactions over the banquet table with the Klingons, adding a complication, Look Who Came to Dinner. Thirdly, tensions are high on both the Enterprise and Qo'noS One, increasing the Difficulty by 1. Collectively, this increases the Difficulty to 4 and increases the complication range from 20 to 19–20. McCoy has no sickbay to rely on and no nurses or other staff to assist him.*

Assistance

When you want to help another character with their task, you can roll 1d20 and add any successes you generate to their result, so long as they score at least 1 success. The character attempting the task is the leader, and rolls their dice pool as normal. The gamemaster always has the final say on whether you can assist someone else – there might be limited space that keeps people from helping, for example – or apply other factors to the task roll, like increasing the complication range. A starship often assists characters on tasks which use the ship's systems, such as piloting it through stellar phenomena or firing its disruptors.

When you assist someone, you use your own **attribute + discipline** target number and relevant focus, and count any successes from your 1d20 roll and add them to the leader's task result (so long as the leader generates at least 1 success). **When you assist someone, you can't buy any more d20s with Momentum, but your dice don't count against the leader's dice pool limit of 5d20.**

Example: *Kurak is attempting to repair a faulty warp coil, with help from her subordinate. Kurak attempts the task as normal, scoring 2 successes. Her subordinate rolls 1d20 against her* ***Control + Engineering****, and scores 1 success of her own, which she adds to Kurak's total, making 3 successes in total.*

Opposed Tasks

When you are attempting a task against direct opposition, like swinging a *bat'leth* at a foe who is trying to dodge out of the way, you attempt an **opposed task**. The character attempting to do something is known as the **active character**, and the other character seeking to resist or avoid the first character's attempts is known as the **reactive character**.



Today Is a Good Day to Die!

One common element of the exploits and successes of player characters is a tendency to employ creative, often bizarre, strategies to resolve seemingly-impossible situations. This is the kind of bold and fearless Klingon warrior the KDF trains and employs with determination and ingenuity.

Consequently, when running ***Star Trek Adventures***, the gamemaster should not only expect, but encourage, plans that seem foolhardy or unachievable, though even if such a plan is possible, that doesn't mean it should be easy. The listed combinations of attribute and discipline for a given task may not necessarily apply to these unusual approaches, so the gamemaster should feel free to use a different combination if the situation calls for it. Similarly, entertain the players' suggestions for Momentum spends, advantages, and complications.

Both you and your opponent attempt a task as normal, each with their own Difficulty. Both you and the gamemaster can spend Momentum (or Threat in the gamemaster's case) to buy more d20s for the roll. The outcome of the opposed task depends on both characters' task results, and Momentum can be generated as normal.

- **Active character succeeds, reactive character fails:** The active character achieves their goal, and their task is successful. Each success generated by the active player above their Difficulty generates 1 Momentum.
- **Active character fails, reactive character succeeds:** The active character fails to achieve their goal, and each success generated by the reactive player above their Difficulty generates 1 Momentum.
- **Both characters fail:** The active character fails to achieve their goal, and no Momentum is generated.
- **Both characters succeed:** Compare the total Momentum generated on each character's task roll. The character with the higher Momentum wins, and achieves their goal, but loses one Momentum for each Momentum their opponent scored. The loser then discards all the Momentum they generated, and cannot spend any. In the case of a tie, the active character wins, but doesn't have any Momentum left.

Example: *Lt. Commander Worf is locked in hand-to-hand combat with a Jem'Hadar warrior, and Worf lashes out with his* mek'leth. *This is an opposed task, with a Difficulty of 1 for each participant. Worf has Daring 11 and Security 4, for a target number of 15, and is using his focus in* Mok'bara. *The Jem'Hadar warrior has Daring 11 and Security 3, for a target number of 14. Worf rolls an 8 and a 12, scoring two successes, enough to generate 1 Momentum. The Jem'Hadar rolls a 6 and a 15, scoring only a single success and no Momentum. Worf wins, since he succeeded at the task and generated more Momentum than the Jem'Hadar. The gamemaster narrates that after a few moments of struggle, Worf forces his way past the Jem'Hadar's defenses and brings down his foe. Worf has 1 Momentum to spend as desired.*

Momentum

Whenever you attempt a task and generate more successes than the Difficulty, these extra successes become Momentum, a valuable resource that allows you to improve on your success or save for the group. You don't begin a mission with any Momentum – it only comes from action!

Spending Momentum

The normal use for Momentum is to improve the outcome of a successful task, such as gaining more information from research, inflicting more Stress with an attack, or making more progress with an ongoing problem.

When a task is successful, the gamemaster will describe the basic outcome of that task. You can then spend Momentum to improve this outcome, or provide other benefits. Momentum used in this way doesn't need to be declared in advance, and each point can be spent one at a time as required. For example, a character may see how much Stress an attack has inflicted before spending Momentum to inflict more. Therefore, Momentum can't be wasted on something that wasn't necessary.

Most uses for Momentum can only be used once on a task, or once in any given round in a conflict. Some Momentum spends are **Repeatable**, which means that they can be used as many times as you want and have the Momentum available to spend on them.

Some Momentum spends can be used whenever they are required, and may use points directly from the group's Momentum pool rather than waiting for a successful task. These spends are referred to as **Immediate**, and they can be used at any point in play.

Example: *Lieutenant Maltz's scan of a spatial anomaly generated 3 Momentum. He spends the first point to gain additional information from his scan. Not yet having enough information, he spends the second point to get even more information.*

Saving Momentum

Any Momentum you don't spend is saved to a group pool, which can be added to or used by any player in the group, representing the benefits of your collective successes. This pool cannot contain more than 6 points of Momentum. Any Momentum that cannot be added to the group pool is lost if it isn't spent immediately.

After succeeding on a task, you may spend points of Momentum from the group pool in addition to those generated during that task. As normal, Momentum only needs to be spent as needed, so you don't have to choose how much Momentum you're spending from the group pool until you spend it, nor does it need to be spent all at once.

Example: *Lieutenant Maltz has 1 Momentum remaining from his scan. He chooses to save it, rather than spending it. It's added to the group pool, and can be used by someone else during the scene.*

At the end of each scene, 1 point of Momentum in the pool is lost; Momentum cannot be saved forever.

Bonus Momentum

Some situations and talents grant you **bonus Momentum**. This is added to the amount of Momentum the character generates upon a successful task of that type. Bonus Momentum may specify that it may only be used in a specific way. Bonus Momentum cannot be saved – if it is not used immediately, it is lost.

Traits and Complications

Locations, characters, and situations all come in a variety of shapes and sizes, and these differences are handled in-game as **traits**. Each trait is a single word or a short phrase, which describes a single significant fact about the scene.

Because a trait represents a significant fact, it imposes a context upon the world around it, and upon anything that would interact with whatever possesses that trait. These are useful for the gamemaster in adjudicating what is and isn't possible – as well as how difficult those things are to attempt – and for the players in imagining the scene and figuring out how they can interact with it.

- A **situation** trait is one that applies to the current situation, but which is inherently temporary, lasting no longer than the current scene. Every character in the scene is affected by situation traits. *Darkness* is an example of a situation trait.

- A **location** trait is one that applies to the current location, and is permanent (or, at least as permanent as the location itself is). Any character in that location is affected by location traits when they interact with some facet of that location. *Lava Flows* is an example of a location trait.

- A **personal** trait is one that applies to a single character or creature, and is permanent (or, at least, cannot change without significant effort). A character or creature is naturally affected by its own personal traits, and they may also affect the characters and creatures who interact with them. A character's species is an example of a personal trait.

- An **equipment** trait is one that describes a single piece of equipment. It's permanent – so long as the item is functional, it is represented by the trait – and can be passed freely between characters as needed. An *EV Suit* is an example of an equipment trait.

Traits have no specific or exact duration. Instead, they exist so long as they remain true. As soon as a trait stops being true, it is removed from play. When establishing a scene,

Common Uses for Momentum

The following are common ways in which to spend Momentum. The Momentum table on page 175 in *Chapter 6* provides additional options.

- **Create Advantage (2 Momentum):** You can establish a new advantage for your side in the scene, or remove a complication from the scene. Advantages created this way must relate to the result of your task, and it must be something that would have resulted from your actions.

- **Buy d20s (1–6 Momentum, Immediate, Repeatable):** Before you roll for a task, you can buy up to three more d20s for your dice pool. The cost of this increases for each die purchased: the first d20 costs 1 Momentum, the second costs 2 Momentum, and the third costs 3, for a total of 6 Momentum. **You cannot roll more than 5d20 on any given task roll.**

- **Increase Difficulty (2 Momentum, Immediate, Repeatable):** You can increase an opponent's task Difficulty by 1 for every 2 Momentum spent. You must decide to do this before any dice are rolled for that task.

- **Obtain Information (Repeatable):** You can ask the gamemaster a single question about the scene, per Momentum spent. They must answer truthfully, but don't have to give complete information, and the question must be related to the task attempted.

Using Threat to Pay Instead

If you don't have any Momentum, or you don't want to use Momentum, you can pay for some of these options by allowing the gamemaster to increase their Threat pool instead: this specifically applies to any Momentum option listed as **Immediate**. If you pay for an Immediate Momentum spend using Threat, the cost is the same, but the gamemaster increases their Threat pool by that amount instead. You can always use a mix of Momentum and Threat to pay for these spends. Threat is explained in more detail on page 81.



Potent Traits

If a trait has a particularly potent or intense effect, the gamemaster adds a number after the name of the trait, to show how much it changes the Difficulty of a task. For example, Darkness 2 means that the Difficulty of tasks related to spotting things in the scene is increased by 2, rather than 1.

the gamemaster assigns whatever traits they feel are most important to the scene, thinking of the environment and current circumstances. The gamemaster should be open with this process, allowing you to suggest traits at the start of a scene, and allow for the possibility that traits may change during the scene.

Example: *Commander Kor and several engineers are boarding an abandoned Gorn space station. The gamemaster decides that the station itself has the traits* ***Abandoned Gorn Station*** *and* ***Power Off-line****. These are both location traits – they're both facts about the location itself, and they will stay around while they remain true. If the engineers get the power back on-line, the* ***Power Off-line*** *trait will disappear, because it will no longer be true.*

Traits serve one vital purpose for the game: they help the gamemaster determine what is and what isn't possible. In rules terms, whenever you try to attempt a task, the gamemaster uses the traits present to assess the following:

- If the trait has no effect.
- If the trait is beneficial – it allows the task to be attempted when it might normally be impossible, or reduces its Difficulty by 1.
- If the trait is detrimental – it prevents the task from being attempted when it might normally be possible, or increases the Difficulty by 1.

Advantages

An **advantage** is a trait which is inherently positive or beneficial, and which will never have a detrimental effect to its owners. Advantages only ever make an activity possible that wasn't possible before, or reduce the Difficulty of a task. They can also cancel out a complication, preventing either from influencing the scene.

Complications

A **complication** is a trait which is inherently negative or problematic, and which will never have a beneficial effect upon its owners. Complications can prevent a character from attempting something that might otherwise be possible, increase the Difficulty of a task (see *Tasks*, below), or cancel out an **advantage**, preventing either from influencing the scene.

When attempting a task, each d20 that rolls a 20 creates a complication, which comes into play once the task has been resolved.

If you roll a 20, and you don't want to suffer a complication, or the gamemaster doesn't want to impose a complication at this point, the complication can instead be 'bought off' by adding 2 points to the gamemaster's Threat pool (see *Threat*, page 81).

Example: *Lieutenant Dax is trying to convince her longtime friend Kor to help convince Koloth and Kang that she should go with them to hunt down their mutual enemy, the Albino. Unfortunately, Dax fails at her task, and worse, rolls a 20 on one of her d20s, creating a complication: Kor's Deepening Depression. In her efforts to enlist Kor's help, she accidentally triggers his depression regarding his declining physique and capabilities. Kor acts upon the problems that the complication represents, and calls for more wine.*

COMPLICATION RANGE

Some circumstances can make a task more uncertain, though not necessarily any more difficult. These factors increase the complication range of a task, making it more likely that complications will occur.

Complication Range

COMPLICATION RANGE	COMPLICATION OCCURS ON...
1	20
2	19-20
3	18-20
4	17-20
5	16-20

A character has a complication range of 1 normally, meaning whenever you roll a 20 you generate a complication. Increasing the complication range by 1 (to range 2) means that complications occur on the result of a 19 or 20 on a d20. Increasing the complication range by 2 (to range 3) means complications will occur on an 18, 19, or 20, and so forth, as summarized on the **Complication Range** table.

The complication range can never be increased to more than 5.

Success at Cost

Some tasks can't really be failed outright – rather, there is uncertainty as to whether the task can be completed without problems. Your gamemaster may allow characters to **Succeed at Cost**, either stating this before the task is attempted, or providing the option after the dice have been rolled. If this option is provided, you can choose to succeed at a task and suffer one automatic complication, in addition to any caused by 20s being rolled. These complications function exactly as those generated by rolling a 20, including being able to trade them for 2 points of Threat, or using them to create other effects.

Though the task has technically been successful, you can't spend Momentum to improve the outcome of a task that Succeeded at Cost – Momentum can only be spent if the task was truly successful.

In some cases, the "cost" can be increased further, at the gamemaster's discretion, causing your character to suffer more than one automatic complication on a failed task. This should be made clear when the option to Succeed at Cost is presented.

Determination

Determination represents your warrior's drive to victory, their relentless pursuit of glory, and their ability to push themselves when their beliefs align with their actions. You begin each session with **1 point of Determination**, and you can have up to 3 points of Determination at any time.

You can spend Determination by citing one of your values that supports the action you are taking. A point of Determination spent provides you with one of the following benefits:

- **Automatic Successes:** You can spend 1 Determination to add a single bonus d20 to your dice pool that has already rolled a 1, generating 2 successes automatically. This must be the first d20 you buy using either Determination or Momentum.
- **Re-roll:** You can spend 1 Determination to re-roll any number of d20s in your dice pool.
- **Additional Task:** You can spend 1 Determination to immediately perform another task as soon as this one has been resolved. In combat, if you use Determination to attempt an additional task, do not increase the Difficulty of the additional task.
- **Execute!:** You can spend 1 Determination to immediately create an advantage that applies to the current scene (see *Traits*, page 77). (Note that this option is referred to as "Make It So" in the Starfleet-oriented ***Star Trek Adventures*** core rulebook.)

- **Ignore Injury:** In combat, you may spend 1 Determination to ignore the effects of an injury, and continue to act in the scene. You do not need to cite a value to use this Determination spend. For more information, see *Healing, Injuries, and Complications,* page 173.

- **Special Technique:** You can spend 1 Determination to gain the benefits of a single talent for the duration of the current scene. You must meet the prerequisites for this talent, and the gamemaster may veto talents which make no sense for a character to suddenly obtain for a short while. This might represent some incidental knowledge or training the character possesses which isn't normally relevant, or the benefits of some piece of equipment or other circumstantial factor.

Example: *Captain Kang is leading a raiding party on a smuggler's den. Taking up position outside the den, he analyzes the situation to find the best advantage for his squad. Doing so is a* ***Daring + Security*** *task with a Difficulty of 3. His attempt at the task fails, so he decides to reference his value "Be Patient, Be Vigilant," and spends 1 Determination to re-roll his dice pool.*

Values and Dictates

Values are short phrases or statements that describe the attitudes, beliefs, and principles of your character while Dictates represent the orders and instructions provided by your superiors, and they expect obedience.

When you want to spend Determination, you can only do so if one of your values – or one of the mission's Dictates – aligns with the action you're undertaking. Your values and Dictates bolster your resolve, allowing you to draw strength from your beliefs, so you can push yourself further in battle or focus during an intense challenge.

Values can also hinder your character's judgement, making them biased, blinding them to possibilities, or otherwise impairing their ability to confront an enemy effectively. Klingon society demands a lot from your character, and can make them incredibly biased against different ways of thinking outside of what is honorable in every situation.

GAINING DETERMINATION

If your character is in a situation where one of their values or Dictates would make the situation more complicated or more difficult, the gamemaster can offer you 1 point of Determination in exchange for suffering a complication. This can take the form of a forced course of action, or a decision not to act, but any kind of complication is suitable so long as it fits the scene. You can always choose not to accept this offer, and you can even suggest a situation where one of your values complicates your actions to the gamemaster. If you accept the complication, then the setback occurs without any ability to avoid it, and you gain 1 Determination. The gamemaster gets the final say, but complications from values should only ever happen if both you and the gamemaster agree.

Example: *The* Enterprise *has rescued an injured Romulan after responding to a distress call in the Neutral Zone. Dr. Crusher is attempting to save the Romulan's life, but the Romulan needs a blood transfusion. Worf is the only member of the crew with the correct cellular factors to help. However, Worf despises Romulans, and has the value "Proud and Honorable Klingon." The gamemaster offers Worf a point of Determination and asks that Worf refuse to help the Romulan. Worf accepts, and the resulting complication is that the Romulan dies in sickbay.*

CHALLENGING VALUES AND DICTATES

In some situations, a value could either help or hinder your character's judgement. Some battles may present your character with a difficult choice, where their values are sorely tested or shaking their belief in the mission's Dictates.

Once per mission, if your character has a value which would cause a complication, you may challenge that value instead. You immediately gain a point of Determination, and then cross out the challenged value. You cannot use it again for the remainder of the mission. If your character has two opposing values that apply to the situation – one positive and one negative – then you may apply both values to the situation, challenging the negative one and immediately spending the Determination for the positive value. Cross out the negative value.

Example: *Shortly after Chancellor Gowron taking on the role of Chancellor, Captain Picard confronts Lieutenant Worf, and Worf is torn between his desires to assist Gowron in an impending Klingon civil war and also retain his position as a Starfleet officer. Worf chooses to embrace his Klingon side, and challenges his value "A Klingon Warrior and a Starfleet Officer." He crosses out the value and gains a point of Determination.*

At the end of the mission, you can alter the challenged value to reflect the change in your character's beliefs, and replace it with a new value that represents some other aspect of the character's beliefs. Your new value can now be used freely.

Dictates can be challenged in the same way as values, but instead of crossing the Dictate out, challenging a Dictate could result in dishonor, as described in *Chapter 4.60: Character Development* on page 127.

VULCAN XENOANTHROPOLOGY SCHOOL ESSAY

T'Nal, please find below my observations from the textual analysis of the Klingon Societal Dictates lecture. These are my conclusions from the lesson. I apologize for my tardiness – Metana, my sehlat*, was not fed at the designated time and took to trying to eat my PADD.*

NOTHING IS MORE HONORABLE THAN VICTORY

The Klingon honor-shame dynamic is strongest when it comes to warfare, and honor in battle is the strongest psychological force amongst the warrior caste. It is derived as much from theism as practical discipline – an "honorable death" grants the soul of a Klingon warrior entrance to Sto-Vo-Kor, the afterlife described as "halls" in many translated texts. Pushed to its logical conclusion, the absolutism of victory provides a paradoxical attitude to the means of victory in relation to the honor dynamic. For example, their use of cloaking devices could be considered underhanded, but a successful ambush using cloaked vessels is considered a victory, and there is honor in victory.

HONOR ABOVE LIFE

The fundamental belief in honor as the paramount directive guiding Klingon society is placed above the life of the individual citizen in the Empire, to the degree that notable dishonor is often punished – or absolved – with death. Individuals can be shunned from wider society because of their reported dishonor, even amongst direct familial relations. Equally, Klingon individuals can absolve others with an honorable death, or ritually challenge another to single combat with their opponent's death as the aim of the challenge.

BLOOD BINDS DEEDS

Klingon honor-shame paradigms also link the honor of blood-relations, framing the deeds of siblings and other familial relations as the responsibility of all members of the family. One member of a Klingon family (as defined under the humanoid-centric pregenital and conjugal paradigm) can be, in essence, blamed and share the shame of another. Their honorable actions can absolve the other member's dishonor, even in death or after the death of their dishonorable relation.

NO RETREAT, NO SURRENDER

The antithesis of honor in victory is the converse, dishonor in retreat. Should a Klingon warrior retreat from battle, or surrender to an enemy, they are disgraced both within society and even in the afterlife – the dishonored dead transported to Gre'thor as opposed to Sto-Vo-Kor, on the Barge of the Dead. Death is the ideological preference to admittance of defeat in the face of overwhelming military force, or unwinnable scenario, another uniquely paradoxical conclusion to the Klingon honor model.

CHALLENGE THE DISHONOR OF OTHERS

The honorable solution to dishonorable acts, given the observations of the Honor Above Life Dictate, is the lethal challenge of a dishonorable member of Klingon society. This even extends to superiors, particularly in military structures where a ranking officer is proved dishonorable in their actions. Leading political figures are usually unchallenged, as this could be seen as dishonorable, but there are historic examples. If the challenge of a superior results in their death, the challenger often assumes their rank or position, depending on the organization and its structure.

— Well-structured and thought out at the beginning, T'Vral, but rushed at the end. 3.4 credits have been added to your completion of this course. T'Nal. ▲

PERSONAL LOG

THREAT

As players generate and spend Momentum, the gamemaster generates and has their own pool of points to spend, called **Threat**. The gamemaster spends Threat to alter scenes and to empower NPCs in the same way you empower your player characters. Threat is also a means of building tension – the larger the Threat pool, the greater the danger or challenge to your characters. While your characters don't know about Threat, they will have a sense of the stakes involved in a mission, and of the potential risks, which is what Threat represents in ***Star Trek Adventures***. Threat is described in full in *Chapter 8.30: Managing the Rules*, on page 268.

Throughout a game session, the gamemaster will collect Threat and spend it to create problems for your characters. In this way, Threat mimics the rise and fall of tension that builds throughout a story, eventually culminating in a high-tension finale that exhausts the Threat pool.

The gamemaster begins play with 2 Threat for each player, though this can change based on the tone of the story or the risk of the battle at hand.



What Can I Use By Generating Threat?

You can only generate Threat in place of spending Momentum on Immediate Momentum spends. That means, once you've rolled your dice pool, you can only spend the Momentum you have generated, and the Momentum you have in the group pool – you can't generate Threat for the gamemaster to Obtain Information, for bonus Stress, or any other Momentum spend that isn't immediate.

IMMEDIATE MOMENTUM SPENDS

- **Buy d20s:** Add d20s to your dice pool. The first d20 generates 1 Threat, the second generates 2 Threat, and the third generates 3 Threat.
- **Increase Difficulty (Repeatable):** Increase the Difficulty of an opponent's task by 1 by generating 2 Threat. You must decide to do this before any dice are rolled for that task.
- **Additional Minor Action (Repeatable):** Take an additional minor action by generating 1 Threat per minor action.
- **Keep the Initiative:** Pass the order of play to an ally by generating 2 Threat (see *Momemtum Spends*, page 175).
- **Avoid Injury:** Avoid suffering a single injury by generating 2 Threat.

Generating Threat

The gamemaster gains Threat in the following ways:

- **Immediate Momentum Spends:** Whenever you want to use an immediate Momentum spend – such as buying bonus d20s – you can choose to pay some or all of that cost by generating Threat for the gamemaster's Threat pool. Add 1 point of Threat to the pool for each point of Momentum that you would have otherwise spent.
- **Ignore Complications:** When you get a complication on a task, you or the gamemaster can choose to ignore the complication by adding 2 points to the Threat pool per complication generated.
- **Threatening Circumstances:** The circumstances of a new scene may be threatening enough to generate 1 or 2 Threat automatically. Similarly, some NPCs generate Threat just for turning up, in response to circumstances, or by taking certain actions.
- **Non-Player Character Momentum:** NPCs with unspent Momentum save it as Threat, adding 1 point to the gamemaster's Threat pool for each unspent Momentum from their successful tasks.

Spending Threat

In return, the gamemaster can spend Threat in a few common ways:

- **NPC Momentum:** The Threat pool serves as a mirror for the players' group Momentum pool. Thus, NPCs can use Threat in all the ways that player characters use group Momentum.
- **Threatening Circumstances:** For an NPC to take an action or choice where a player character would generate Threat because of threatening circumstances, the gamemaster must spend Threat instead.
- **Create Complication:** The gamemaster can create a new complication in a scene by spending 2 Threat.
- **Ignore NPC Complications:** If an NPC rolls a complication, the gamemaster can ignore the complication by spending 2 Threat.
- **Reinforcements:** The gamemaster can bring in additional NPCs during a scene. Minor NPCs cost 1 Threat each, and Notable NPCs cost 2 each. Starship reinforcements cost Threat equal to their Scale.
- **Environmental Effects:** The gamemaster can trigger or cause problems with the environment by spending Threat – the cost depends on the severity of the problem.





PRONUNCIATION: *bogh tlhInganpu', Suvwl'pu' moj, Hegh*
TRANSLATION: Klingons are born, live as warriors, then die.

ADVANCED RULES

"A KLINGON MAY NOT BE GOOD AT ACCEPTING DEFEAT, BUT HE KNOWS ALL ABOUT TAKING RISKS."

– CAPTAIN JEAN-LUC PICARD

ADVANCED TRAINING

This section details rules that the gamemaster may wish to use to add structure and detail to a scene or situation. These rules aren't required, but if used carefully, they can be a valuable way to make a scene more engaging.

Two additional rules detailed in this section can be used to structure larger problems or objectives your player characters face: **challenges** and **extended tasks**. A challenge organizes a larger objective into a series of tasks, all of which must be completed to complete the overall goal. An extended task structures a larger problem much like a conflict, with a Stress track and breakthroughs that must be gained in order to complete the larger task at hand.

These rules also offer a chance for your whole group to get involved in resolving their shared goals and problems, assisting one another, or attempting separate tasks while working for a collective goal.

CHALLENGES

A challenge represents any situation that requires multiple tasks to complete. There are different ways to resolve a challenge, depending on its nature and how your gamemaster wants to present the situation. These different options can be combined as the gamemaster sees fit, providing a toolbox for structuring a wide range of different problems for you to overcome.

BASIC CHALLENGES

A **basic challenge** consists of two or more different tasks. These tasks are the core activities that must be completed to overcome the challenge, and they are referred to as **key tasks**. Once all the key tasks have been completed successfully, the challenge is complete.

Normally, these key tasks be completed in any order, but some circumstances may mean some key tasks cannot be attempted until other key tasks are complete. These restrictions should naturally flow from the narrative of the situation – if the challenge is to reach engineering and shut down the warp core before it breaches, then the task to reach engineering must naturally come first.

At the gamemaster's discretion, you can attempt other tasks during a basic challenge – these won't directly contribute to overcoming the challenge, but they can be used to remove complications, generate Momentum, or provide you with more information.

STRUCTURING BASIC CHALLENGES

Normally, you can attempt the key tasks in a challenge in any order, but there are a few other common approaches as well, and the gamemaster will describe the structure to you at the beginning of the challenge.

Linear challenges arrange the key tasks into an order, where each key task must be completed before the next can be attempted.

An example of a linear challenge would be restarting a warp core in a hurry: there are a specific set of activities that need to be done (bring the core up to temperature and pressure, inject matter and antimatter, adjust matter/antimatter flow rate to sustain reaction), and they must be done one at a time, in a specific order – it's impossible to perform those actions in a different order.

In **gated challenges**, some of the key tasks can only be attempted if one or more other key tasks have already been completed – effectively "unlocking" the restricted key tasks once they've been resolved.

An example of a gated challenge might be setting up camp to survive in the wilderness. Finding or building shelter, starting a fire, and hunting for food may all be individual activities that can be done in any order, but building a shelter or starting a fire may require collecting materials first, gating those tasks behind other tasks.

Group challenges are completed through collective effort, rather than by a single person. In a group challenge, whenever you attempt or assist a task, you cannot assist any other tasks during the remainder of the challenge, and any other tasks you attempt during that challenge increase in Difficulty by 1. This Difficulty increase is cumulative.

Group challenges are often useful for situations where events are happening quickly, and where individual characters simply don't have time to do everything themselves. If a shuttle is making a crash landing on a planet, there'll be a short time to brace for impact, where the characters can perform a few different actions to aid their survival…but any character will struggle if they try to do more than one thing.

OPPOSITION IN CHALLENGES

In some circumstances, your characters may be working against an opposing force. There are a couple of ways to resolve this, depending on the type of challenge and the opposition.

- **Disruption:** The effect of the opposition is disruptive and distracting, but nothing more. Task Difficulty or complication range may increase by 1 or 2 because of the presence of this opposition, representing their interference and the disruption it causes.
- **Direct Opposition:** The opposition acts against your tasks, turning them into opposed tasks (see *Opposed Tasks*, page 270.) This may also add additional hazards or consequences to those tasks, as the opposition may create additional problems on failed tasks.
- **Contest:** The opposition is attempting to complete the same objective, and to complete it sooner than the characters. Each side attempts a single task, then hands over to the other side to attempt a task, in a race to complete the challenge first. Characters can spend Determination to attempt a second task before handing over to the other side.
- **Conflict:** Your opposition has different goals than your characters. This is commonly used in social and combat conflict, where each side has a different goal, and the sequence of events is split into rounds and turns. This is described in full in *Chapter 6: Conflict*.

TIMED CHALLENGES

As well as the structure of a basic challenge, your success may also depend upon an additional concern: time.

At the start of the challenge, the gamemaster determines the number of intervals that the challenge must be completed in, and how much time each interval represents (ten minutes, an



hour, a day, etc.). If you don't complete the challenge within the time limit, you fail, and there may be additional consequences.

Each task takes 2 intervals to attempt, though you can spend 2 Momentum to reduce this to 1 interval. A complication could cause a task to take longer, adding a single interval to the task. This applies equally to both key tasks and to any others attempted during the challenge.

Example: *Motak is trying to defuse a bomb (a linear challenge) planted aboard a Klingon outpost by cowardly Romulan infiltrators. There are three key tasks involved in defusing this bomb – opening the casing, isolating the warhead, and disabling the detonator – but just as important, the bomb is on a timer and will soon explode. The gamemaster decides that each interval is a minute long, the bomb will detonate in 6 intervals – 6 minutes – and each task attempted takes 2 intervals. Motak's first task, to remove the casing, is successful, and he scores enough Momentum to reduce the time taken down to 1 interval, so he has 5 minutes remaining. For his next task, isolating the warhead, Motak fails, and suffers a complication. But, the gamemaster allows Success at Cost: the warhead is isolated, but it's taken longer than expected, adding a complication and using up 4 of the remaining intervals (2 intervals for the attempt, +1 interval for each complication). With only 1 interval remaining – only 1 minute left – Motak will need to finish this quickly with one last task roll, or be inside the blast radius as the bomb detonates…*

Extended Tasks

Extended tasks can also be used to represent larger problems with one clear goal or objective that can't be completed with a single task, using the same rules as *Healing, Injuries, and Complications* in combat (page 173). An extended task has a Stress track, a number of **breakthroughs** until it's complete, as well as a base Difficulty and some Resistance depending on how challenging or risky the extended task is.

In order to complete an extended task, you attempt individual tasks in order to inflict Stress and achieve breakthroughs, described under *Attempting an Extended Task*, below.

- **Stress Track:** Each extended task has a Stress track, which is shows how much work is involved. Whenever you succeed at a task as part of an extended task, you will roll a number of Challenge Dice (◬) and apply that Stress to the track.

- **Breakthroughs:** Each extended task has a number of breakthroughs needed to complete it, called its **Magnitude**. The number of breakthroughs is normally 1 to 5, which represent how large and complex an undertaking the extended task is. When you achieve enough breakthroughs, equal to the extended task's Magnitude, you complete the extended task.

- **Difficulty:** An extended task has a starting Difficulty, normally equal to its Magnitude. As you achieve breakthroughs, the Difficulty of subsequent tasks decrease. Tasks are affected by the scene's traits as normal.

- **Resistance:** Some extended tasks are particularly arduous to overcome, and making progress is slower. Like in combat, Resistance ignores some Stress when it is applied to the extended task's Stress track.

Attempting an Extended Task

Whenever you work toward an extended task, you attempt a task as normal, and then roll a pool of ◬ to inflict Stress and achieve breakthroughs.

1. **Make a task roll:** Resolve a task, as normal (described in *Tasks* on page 73), against the extended task's Difficulty.

2. **Complete work:** If you succeed, roll a dice pool of 2◬ + ◬ equal to the discipline you used for that task. The total rolled on these dice is the amount of work done.

3. **Inflict Stress:** Reduce the ◬ pool's result by the extended task's Resistance, then add any remaining Stress to the Stress track.

   a. If 5 or more Stress is inflicted, after reduction for Resistance, you achieve 1 breakthrough.

   b. If the Stress track is filled, or if you inflict any Stress when the Stress track was already full, you achieve a breakthrough.

   If you inflict 5 Stress **and** either fill the Stress track or it's already full, you achieve 2 breakthroughs.

4. **Check the Magnitude:** If the number of breakthroughs achieved is equal to the extended task's Magnitude, it is complete. Otherwise, the base Difficulty of the extended task is reduced by one for each breakthrough achieved, to a minimum of 0. If the base Difficulty has already been reduced to 0, each subsequent breakthrough adds 1◬ to any future rolls for work on the extended task.

Extended Tasks and Effects

Due to the use of ◬ on extended tasks, some consideration needs to be made for what happens when effects are rolled. Under normal circumstances, the ◬ used for an extended task have no special effects, and thus each effect rolled simply counts as 1 Stress, without any additional benefits. However, the gamemaster may award bonuses which trigger when any effects are rolled. These might be granted by your character using the ideal tools for the job, an advantage



already in the scene, or by any talents your character has. If you have multiple bonuses, then all of them are triggered when an effect is rolled. The following are examples of how effects might be treated in a particular extended task:

- **Triumphant:** If you achieve any breakthroughs, and one or more effects were rolled, then you achieve 1 additional breakthrough.
- **Scrutinize X:** You ignore X points of the extended task's Resistance for each effect rolled.
- **Progression X:** The character inflicts an additional X Stress for each effect rolled.

Extended Tasks and Complications

Though complications generated during extended tasks can be used normally, there are a few other ways they can be employed during an extended task, representing setbacks. Complications used for one of these purposes don't count as normal complications in any other way; the complication is "spent" to produce the effect chosen.

- **Dead End:** The gamemaster removes 4 Stress from the Stress track, resolved after any breakthroughs are achieved because of the task.
- **Unforeseen Problem:** The gamemaster increases the extended task's Resistance by 2, to a maximum of 4.

If you decide to abandon an extended task or find yourself unable to overcome it, then the gamemaster may declare that you partially completed it – accomplishing your goal, but suffering one complication relating to the extended task for each breakthrough you failed to achieve.

Extended Tasks and Momentum

Momentum generated on the tasks that comprise an extended task can be used in all the normal ways, but there are a few Momentum spends that apply specifically to extended tasks:

- **Additional Work (1 Momentum, Repeatable):** Add 1 Stress to the pool result.
- **Piercing (1 Momentum, Repeatable):** Ignore 2 Resistance for this task.
- **Re-roll :** Re-roll any number of in your pool.

Extended Task Example

The I.K.S. Mupwl'*, badly damaged by a Romulan attack, is left disabled and drifting toward a dense asteroid field. Lieutenant K'Etta and her assistant each don an EV suit and head out onto the ship's hull to attempt repairs to the ship's thruster systems so the helmsman can then maneuver them out of the path of the asteroids. Because of the nature of the damage, the repairs needed, and the danger of the situation, the gamemaster determines that this is an extended task, with a Stress track of 15, a Magnitude of 3, and a Resistance of 1, with a base Difficulty of 3.*

The gamemaster notes that K'Etta is prepared with tools and an assistant, and states that each effect rolled on the will ignore 1 Resistance, using the Scrutinize option for extended tasks. K'Etta attempts her first task, using her ***Daring 11 + Engineering 4*** *(making her target number 15), and her focus of Thruster Systems, and buys two extra d20s with the group's remaining Momentum. She rolls her dice pool of 4d20, and gets 4, 9, 15, and 17. The 4 gets her two successes thanks to her focus, and she gets two more successes for the 9 and 15, for a total of four successes against the task's Difficulty of 3. The 17 earns her nothing. Her assistant rolls their 1d20 assist die against their* ***Daring 8 + Engineering 2*** *(target number 10) and rolls an 11, giving her no help.*

K'Etta succeeds at the first task and gains a Momentum point, and then rolls 6 (two, plus four for her Engineering skill), rolling two 2s (2 Stress each), a 3 (ignored), two 4s (ignored), and a 5 (1 Stress, plus an effect), for a total of 5 Stress, ignoring one Resistance due to the rolled effect. That's enough for one breakthrough, so she marks off 5 Stress on the Stress track, a third of what she needs. She decides to spend her point of Momentum on additional work, and crosses off 1 additional Stress on the Stress track. With one breakthrough against the Magnitude of 3, she must push on to attempt the next task, which will now be at a base Difficulty of 2.

CHAPTER 04.00

REPORTING FOR BATTLE



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CHAPTER 04.10

REPORTING FOR BATTLE

INTRODUCTION

"I AM WORF, SON OF MOGH. I NOW TAKE MY PLACE AS FIRST OFFICER. I SERVE THE CAPTAIN, BUT I STAND FOR THE CREW."

– WORF, SON OF MOGH

What a fine collection of warriors you are…so eager for battle. Look around you. What do you see? Those too weak to stand beside you are gone, yet you remain. That is as it should be: the weak give place to the strong. No matter your role, nor how many victories you have won, you have proven yourselves worthy of a place here…but you must not become complacent or careless, for such may unmake even the mightiest of warriors.

OVERVIEW

A great part of the enjoyment of roleplaying games is in creating original characters and telling their stories. This chapter describes how to do so. ***Star Trek Adventures*** provides two methods of creating player characters, and these methods will produce roughly equivalent characters. Whatever method is used, it should be used for the entire group, to get the same play experience.

The term "character" applies to both player characters (those controlled by the players), and non-player characters (NPCs) (characters controlled by the gamemaster). While NPCs are treated differently in some aspects, they are otherwise like player characters, and thus the use of "character" in this chapter applies to both player characters and NPCs.

CHARACTERS IN STAR TREK ADVENTURES

The Galaxy of *Star Trek* is filled with characters, who populate its worlds, crew its starships, and interact with one another in all manner of ways. To represent this abundance and diversity, characters are composed of several elements that collectively serve to depict how that individual interacts with the universe, both in game terms and in story terms. These elements are **attributes**, **disciplines**, **focuses**, **values**, **traits**, and **talents**, and together they paint a picture of who a character is, what they're good at, and how they view the universe around them.

Characters are divided into a few broad types for the purposes of play:

- **Player characters** consist of all the characters used by a player to participate in the game. Player characters are split into main characters and supporting characters. If a character is being controlled by a player, it is a player character.

- **Main characters** are the primary focus of this chapter, and they can be thought of as the main characters of a *Star Trek* series or movie. They're the ones who appear in most episodes, and the ones who have the biggest impact upon the story. Each player in ***Star Trek Adventures*** has a main character to control, and ones created with this core rulebook will be proud warriors of the Klingon Empire, serving as senior officers aboard a Klingon starship. Each player chooses how their main character acts in scenes framed by the gamemaster. This chapter presents two different methods of creating main characters, but whichever method is chosen, it is recommended that all the players use the same method.

- **Supporting characters** are like main characters in many ways, in that they're a type of player character. However, there is no fixed list of supporting characters; rather, a supporting character is created when needed to provide assistance in difficult situations, or to allow a player to take part in a scene if their main character is busy elsewhere. Supporting characters are not as complex as main characters, so they can be created quickly, but a group of players may find that they want to bring back favorite supporting characters time and time again, allowing them to develop and grow into more fleshed-out individuals. Supporting characters are described fully in their own section, starting on page 124.

- **Non-player characters** (NPCs) are all those characters who are not controlled by the players. They're normally introduced and controlled by the gamemaster, though if an NPC would be a friend or ally of the players' characters, the gamemaster may allow the players to order and control the NPC during tense situations such as combat. Non-player characters are described starting on page 279, and guidance for the gamemaster to create new NPCs is described starting on page 283.



ERAS OF PLAY

Star Trek Adventures games are likely to take place in one of three main eras of play, distinct periods of time where important events are unfolding and where the potential for glorious battle is at the highest. These eras are discussed in brief below:

- **ENTERPRISE:** In the mid-22nd century, when Humans were just starting to venture into space, various Houses and factions within the Klingon Empire vied for supremacy. In large part, the Empire only really existed in name. Around this time, experimentation with the Human Augment virus accidentally created a deadly plague which, though halted, left vast numbers of Klingons changed in appearance, lacking the characteristic cranial ridges of their species.

- **THE ORIGINAL SERIES:** In the mid-23rd century, Klingon Houses and the wider Klingon Empire both clashed with the United Federation of Planets, seeking territory and glory, with Klingon forces engaging in intermittent conflicts and raids all along their shared border. Even when these border wars were not active, relations remained in a tense state of cold war. During this era, the Klingons first began to employ cloaking technology, though it is deployed unevenly across the fleet and was not a universal part of Klingon military technology until the last few decades of the century. This era ended with the destruction of Praxis and attempts by Chancellor Gorkon to establish a lasting peace with the Federation, an endeavor achieved by his daughter and successor, Azetbur.

- **THE NEXT GENERATION:** By the middle of the 24th century, the Klingon Empire has had peace with the Federation for decades, and the delicate peace that followed Gorkon's death has been replaced by stronger treaties in the 2340s. However, this is still not truly a period of peace for the Empire. Rather, relations deteriorate with the Romulan Star Empire, who break their previous alliances with the Klingons to undermine relations between the Klingon Empire and the Federation. This era also sees a continuation of internal conflicts: in the 2360s, Chancellor K'mpec is assassinated, and the resultant succession challenge leads to a civil war, with the Empire divided between the Houses of Duras and Gowron, the latter of whom is eventually declared Chancellor after the House of Duras was revealed to be colluding with the Romulans. Tensions escalate further after this, with the appearance of a clone of the first Emperor, Kahless the Unforgettable, and the threat of the Dominion.

Traits (tlhonmey)

A character will typically have one or more traits, one of which will always be the character's species. Traits are essentially descriptions of important parts of a character, in a single word or short phrase. Alongside a character's values – which cover a character's personality, motivations, and beliefs – traits help define what the character is and what they can do, and they can be employed in the same way as traits for a location or situation, such as to increase or reduce the difficulty of tasks.

As noted, the first trait a character has will be their species. Differing species in *Star Trek* vary in ways both obvious and subtle, and variously biological and cultural, and a trait can encapsulate those many little differences in a straightforward way. These are both positives and negatives, and they influence how the character interacts with their environment and how characters interact with one another.

A character may obtain additional traits because of things that happen to them during character creation – life-changing events that will define the character going forwards – and they may occasionally gain more during play. This may be something about the character, such as the House they belong to, or it may be the influence of some external force, such as the impact of a harrowing experience or the shame heaped upon a character for an ancestor's dishonor. Similarly, some circumstances may see a trait removed or replaced.

We are Klingon!

Klingon culture places judgment upon a person's deeds, and how those deeds reflect upon them and their families. Honor and glory – and by extension strength and prowess – are the highest virtues, and so long as a Klingon can pursue those, everything else is less important. Klingons of all genders, sexes, sexualities, geographic origins, and ethnicities serve side by side, with individual prowess regarded as more important than personal matters, and adoption is commonplace in Klingon families, with loyalty and shared experience often regarded as highly as blood.

Klingon culture has a number of distinctions and biases among class, caste, and gender, and though these have faded over the centuries, vestiges of them still influence some aspects of society and the behavior of more traditional Klingons. Similarly, Klingon traditions regarding strength and independence can lead to somewhat archaic views regarding disability and illness, though these are far from universal.

Klingon characters in ***Star Trek Adventures*** can be of any ethnicity, sex, gender, sexuality, and so forth, without limit or restriction. Such variations will only have impact upon play to the extent that the players and gamemaster wish it (and such things should be discussed before play to ensure that everyone's comfortable).

Traits are neutral, and thus able to be applied both positively and negatively. Traits, and their effects upon play, are described in full starting on page 77.

Example: *Kor, son of Rynar, has two traits: Klingon, and* QuchHa'. *The first is his species: anything that affects a Klingon in a specific way, or for which being a Klingon is advantageous or problematic, is affected by this trait. The second refers to his state as a Klingon who lacks the distinctive cranial ridges and a few other physiological features, and thus influences how he's viewed among other Klingons, as well as making it easier for him to disguise himself as a member of another species if desired. In later life, Kor chooses to undergo corrective treatment, restoring his ridges and removing the* QuchHa' *trait.*

Values (ghobmey)

When a character is created, the character's player creates statements which describe the attitudes, beliefs, and convictions of that character. These are not simply opinions, but the fundamental structure of the character's sense of honor, their morals, and their ethics. They are the things which define who the character is as a person, why they behave as they do, and what drives them during times of struggle and hardship.

Many values will take the forms of sayings or proverbs which the character holds true, while others may be unique statements which reflect their particular experiences. Some values take the form of relationships, reflecting a bond between two characters, or between a character and an organization, which defines how the character regards the other party mentioned in the value. This bond does not have to be positive – old grudges and resentments are as common as blood oaths and the bonds of warriors – but it must be something significant, and something that shapes who the character is and how they act.

A character's values are not static, however. They are potent driving forces for a character, but people evolve and grow over time and with experience, and in many cases, the things that once felt like an unshakeable foundation of the self may be viewed differently as time passes. There will be opportunities in play to alter a character's values.

Values differ from traits (above) in that they describe what the character believes. They are statements about how the character sees the universe around them, and they are both subjective and potentially changeable. Full rules for using values in play can be found on page 80.

Example: *Martok has four values, which define the core of his personality. These are: "Defeat Makes My Wounds Ache," "How Hollow is the Sound of Victory Without Someone to Share it With," "I Would Rather Die Than Dishonor My Uniform," and "There is No Greater Enemy Than One's Own Fears."*

ATTRIBUTES (DRONMEY)

Each character in ***Star Trek Adventures*** is defined by six attributes. These are described in Chapter 3: Core Rules, but they're repeated here as a reminder. They embody the character's intrinsic physical and mental capabilities and the ways they prefer to approach problems. These attributes are **Control**, **Daring**, **Fitness**, **Insight**, **Presence**, and **Reason**. Each attribute has a rating which determines its measure, with higher numbers reflecting greater ability. For humanoids, these attributes range from 7 to 12, with 8 representing average capabilities. Non-humanoid creatures may have attributes across a broader range, and special abilities that increase their abilities further, though that is described more in the NPCs special rules section on page 284.

You may encounter situations for which more than one of your character's attributes are applicable. In these cases, it is important to consider the context of the situation, and how the character is choosing to approach the problem. The gamemaster may choose which attribute is most applicable to a situation if more than one could be used, or they may leave the choice up to the player.

CONTROL (SEH)

Control is about the character controlling themselves, and it covers precision, accuracy, and careful timing. It can rely on self-discipline and control of one's emotions to ensure mechanistic precision, or it can be a mixture of fine motor skills, coordination, and familiarity with the activity.

A character might use Control:

- When performing precise or delicate work.
- When performing a task that involves careful timing or accuracy.
- When giving detailed instructions.
- To resist mental assault, duress, or other stressful situations through an orderly mind and the application of discipline.

DARING (NGIL)

Daring comes into play whenever a character reacts a new situation without doubt, hesitation, or caution. It covers circumstances where characters take decisive action without a detailed plan or analysis, and it relies on gut instinct and quick reflexes.

A character might use Daring:

- When responding to an emergency.
- When attempting to evade or resist some form of immediate danger.
- When acting aggressively.
- When acting based on instinct.
- To resist mental assault, fear, or panic through stubbornness and defiance.

PLAY STYLE

There are a great many stories that can be told within the *Star Trek* universe and they don't all revolve around the senior officers of a starship.

When starting a game of ***Star Trek Adventures***, it's a good idea to convene the group and figure out what style of game suits everyone – it does nobody any good if the gamemaster has one kind of game in mind, and the players have another. Some groups may be fine with the default presumption of this core rulebook – that the main characters are Klingon warriors and senior officers aboard a vessel of the Klingon Imperial Fleet or Klingon Defense Force – but others may prefer a different approach. Specialized problem-solving teams, squads of specialized shock troops, or groups of lower-ranking warriors may be more comfortable for some groups, in which case, ignore the section of these rules that asks the players to choose a role, as they pertain to senior staff.

Other styles of play receive focus in other ***Star Trek Adventures*** sourcebooks. The traditional Starfleet crew is covered in the main core rulebook, and the ***Gamma Quadrant*** and ***Delta Quadrant Sourcebooks*** provide advice on adding alien characters to a traditional Starfleet crew (and easily adapted to adding alien characters to a Klingon crew).

FITNESS (HOS)

Fitness is about enduring hardship and employing force. It covers physical conditioning, general health and well-being, fortitude, and endurance.

A character might use Fitness:

- When attempting to employ raw physical force to a situation.
- When performing some strenuous or tiring physical activity.
- When trying to resist, or act despite the effects of, some physically debilitating condition, such as poisoning, disease, and extremes of environment.

INSIGHT (YAJLAHCHU')

Insight is about instincts and gut reactions, as well as understanding others and being open to different ideas and ways of thinking. It covers self-awareness, being conscious of a creature's current state of mind, and hard-earned wisdom, and relies upon a person's emotional intelligence, empathy, and experiences.

A character might use Insight:

- When attempting to understand the feelings of another creature.
- When trying to determine how another creature might think or act, to anticipate or predict its actions.
- When trying to overcome their own judgements and preconceptions.
- When attempting to calm or reassure others.
- When allowing past experiences and instinct to discern changes in the environment around them.

TERMINOLOGY

The names used for some of the skills, talents, and other abilities in this core rulebook may not seem especially Klingon at times. This is a concession made to compatibility, as the rules in this book still need to function alongside those in other ***Star Trek Adventures*** products.

Alternative words in **tlhIngan Hol** for many of these game terms are also provided, should you wish to play **Hov leng tuH** "in the original Klingon".

PRESENCE (SAH)

Presence is power of personality, and the ability to command attention or respect. It's used for being diplomatic during negotiations, giving orders during a crisis, intimidating a rival or foe, and even being charming or seductive.

A character might use Presence:

- To sway the mood or opinion of others through emotive language and rhetoric.
- When trying to keep others focused during a stressful situation.
- When resisting duress or manipulation by others by maintaining a strong sense of self.
- To present a specific appearance or demeanor to others, appropriate to the circumstances.
- When seeking to capture and command attention through speech and behavior.

REASON (MEQLAHCHU')

Reason is about logic and meticulous analysis. It covers forming hypotheses and intricate planning, as well as recall of intricate facts, calculation of complex variables, and it relies on keen observation and a thorough command of the facts.

A character might use Reason:

- To study and analyze some unfamiliar phenomenon and come to a hypothesis about it.
- To research a complicated subject, or otherwise interpret large amounts of information.
- When trying to sway the opinion of others through facts and logic.
- When required to perform complex calculations.
- To use observation and rational thought to anticipate and discern changes in the environment around them.

DISCIPLINES (SUMEY)

In addition to the six attributes, each character is trained in six disciplines, which encompass the broad roles that a Klingon warrior is expected to be proficient within. Each discipline is rated from 0 to 5, with each rating representing some differing level of training, expertise, and natural aptitude. All main characters have at least a 1 in every discipline – basic training in each discipline is provided to all aspiring warriors.



The six disciplines are listed below. It's worth noting that many of the disciplines overlap in a few ways. Each discipline covers perception, social interaction, and knowledge to some extent, but which discipline is most applicable to any of those things will depend on circumstances more than anything else – a character with a high Security is adept at spotting ambushes and other dangers, but may be less adept at analyzing probe telemetry or experimental data.

As explained in *Chapter 3: Core Rules*, when asked to perform a task, the rules or the gamemaster will choose a single attribute and a single discipline – players may suggest alternate options, though the gamemaster's word is final – and add their ratings together. This is the target number for that task, and each die that rolls equal to or less than this number scores a success. If the character also has an applicable focus, any die that rolls equal to or less than the chosen discipline will score an additional success; if there's no applicable focus, any die that rolls a 1 will score an additional success.

Command (Ra'wI')

Command covers a wide range of interpersonal interactions, especially leadership, negotiation, and both coordinating and motivating others. It also includes discipline, and resisting coercion, as well as helping others resist fear and panic.

A character might use Command with:

- **Control**, to carefully and precisely coordinate a group of subordinates, or to give detailed orders.
- **Daring**, to make a split-second command decision, or to resist fear or coercion.
- **Fitness**, to coach and guide others performing the same physical activity (such as scaling a cliff, or endurance running), or to coordinate a group performing related physical activities (such as several people moving a heavy load).
- **Insight**, to judge the mood and morale of a group of subordinates, or to try and assuage the fears of a group.
- **Presence**, to rally or inspire others during a difficult situation, or to command the attention or respect of someone hostile.
- **Reason**, to consider and evaluate the orders given by a superior, or to find a solution to a difficult diplomatic or legal situation.

Conn (DegH)

Conn covers piloting craft of all sizes, from ground vehicles and shuttles, to grand starships. It also includes navigation – both on the ground and in space – and an understanding of starship operations, including the procedures and cultures of space travel and exploration.

A character might use Conn with:

- **Control**, to direct a starship or other vessel through a difficult environment, or to operate a craft with such precision as to aid someone else's activities.

Discipline Rating

RATING	DISCIPLINE MEANING
0	Untrained, unskilled, lacking in innate aptitude
1	Basic training, rudimentary skill, or a raw but undeveloped aptitude
2	Professional competence, from a combination of training and talent
3	Experienced and well-trained, or an aptitude developed through study and training
4	Excellence within the field, achievable through dedication and experience
5	Exceptional, often a combination of intense training, hard-won experience, and natural aptitude.

- **Daring**, to direct a starship or other vessel to avoid a sudden and imminent danger, or to perform extreme or unorthodox maneuvers with a craft using "feel" and relying on reflexes.
- **Fitness**, to move quickly and effectively in an environment suit, including moving through zero-gravity, or resisting the deleterious effects of extreme acceleration or unpredictable motion without an inertial dampening field.
- **Insight**, to judge the nature or intent of another vessel by the way it is moving or determining the source of a problem with a familiar vessel.
- **Presence**, to maintain professional decorum and etiquette when representing your ship or Starfleet in formal circumstances, or to argue effectively over a matter of starship protocol, or a course of action.
- **Reason**, to plot a course through a difficult environment, or to determine their location or the location of someone else based on available data.

Engineering (jonSeH yaH)

Engineering covers inventing, understanding, designing, repairing, and maintaining technology, as well as using any technology not specifically covered by another discipline.

A character might use Engineering with:

- **Control**, to adjust or repair a sophisticated device or system, or to operate extremely complex devices like transporters.
- **Daring**, to make improvised repairs to a device in an adverse situation, or to improvise a technical solution to a problem by using technology in an unusual, innovative, or reckless manner.
- **Fitness**, to perform physically taxing, repetitive, or arduous technical activities as efficiently as possible despite physical strain, or to perform a technical activity reliant on the application of physical force.
- **Insight**, to make an "educated guess" about unknown or extremely unfamiliar technology, or to try and understand the behavior of artificial creatures.



- **Presence**, to explain in an engaging manner an extremely complex technical problem or solution to someone with less engineering knowledge, or to argue the merits of a specific approach to a problem with another engineer.
- **Reason**, to study the designs of a device or system and gain additional understanding of its function, or to design a new device or system from scratch.

Security (Hung)

Security is the use of force during combat – making attacks, essentially – as well as observing and analyzing threatening situations and watching for potential perils. It also encompasses interrogation and intimidation, stealth and infiltration, as well as an in-depth knowledge of weaponry, combat styles, and strategy. It also covers survival skills and athleticism.

A character might use Security with:

- **Control**, to attack an enemy from a distance, or to stay unseen or unnoticed when moving amongst hostile creatures.
- **Daring**, to attack and defend in melee combat, or to scare or intimidate someone with the threat of violence.
- **Fitness**, to restrain an unwilling prisoner, or to climb or swim in difficult circumstances.
- **Insight**, to judge whether an individual is a threat to you or your allies, or to discern if there is the potential for an ambush or trap.
- **Presence**, to question someone suspected of a crime, or to impress upon someone the danger of a course of action or decision.
- **Reason**, to identify the participants of a battle by studying the aftermath, or to devise a plan for a dangerous situation, be it combat, wilderness survival, infiltration, or some combination thereof.

Science (Qeb)

Science is the understanding of numerous fields of scientific study, both on a theoretical level, and in terms of their practical applications. This does not just cover “hard” sciences like physics, chemistry, and biology, but also social sciences like anthropology. It also covers the application of the scientific method to situations.

A character might use Science with:

- **Control**, to perform a delicate experiment, or to talk someone else through an experimental or complex procedure.
- **Daring**, to devise a solution to a scientific problem without sufficient proof or adequate testing beforehand,

or to gather data or perform an experiment under extremely hazardous conditions.

- **Fitness**, to correctly analyze data while fatigued or otherwise suffering from some physical hindrance, or to effectively resist the effects of radiation or other environmental phenomena by knowing how to protect against exposure.
- **Insight**, to gain useful data from witnesses or the subjects of a study, or to devise a rough working hypothesis from incomplete data.
- **Presence**, to explain in an engaging manner an extremely complex scientific problem or solution to someone with less scientific knowledge, or to argue the merits of a theory with another scientist.
- **Reason**, to form a hypothesis from available information, or perform research on an unfamiliar subject.

Medicine (ropyah)

Medicine is the understanding of the physical and mental makeup of lifeforms, including a knowledge of ailments and diseases that might befall them, the injuries and stresses they can suffer, and the methods for treating those maladies in a wide range of species.

A character might use Medicine with:

- **Control**, to perform delicate procedures, such as surgery, or to talk someone else through providing medical attention.
- **Daring**, to provide emergency medical attention on a patient who is in imminent danger of death, or when resisting fear or panic to protect a patient.
- **Fitness**, to resist the effects of poisons and diseases by knowing how to respond to exposure, or to move or restrain a patient without exacerbating their injuries.
- **Insight**, to diagnose a patient's illness or injury from a description of the symptoms, or to provide therapeutic care for a patient who is traumatized or otherwise in distress.
- **Presence**, to convey to a stubborn or unwilling patient the seriousness of their case or the necessity of the treatment, or to speak on a patient's behalf about their case to convince others of a specific course of action.
- **Reason**, to diagnose a patient's illness from a thorough examination, or to research an unknown disease, procedure, or treatment.

Focuses (buschonghach)

The disciplines characters are trained in are broad; focuses allow a character to demonstrate talent for a narrower set of disciplines, representing specialization and the kind of expertise that comes from deeper study and practical experiences. Focuses are not tied to any specific discipline and can thus be applied to any task a character attempts, so long as the focus would logically benefit the task being attempted.

Main characters start with six focuses. Each focus should be narrower than the six disciplines every character is trained in, but they shouldn't be so narrow as to never come up in play. Further, because there is no specific link between disciplines and focuses, a focus may be valuable for tasks covering more than one discipline – for example, a focus in astrophysics could easily be used for Science tasks, but it also has potential uses when trying to plot a course using Conn. When choosing a focus, it is still worth considering which discipline it is most likely to be used with.

Example focuses include: *Astronavigation, Astrophysics, Botany, Composure, Computers, Cybernetics, Diplomacy, Electro-Plasma Power Systems, Emergency Medicine, Espionage, EVA, Evasive Action, Exo-tectonics, Genetics, Geology, Disruptors, Hand-to-Hand Combat, Helm Operations, Hunting, Infectious Diseases, Infiltration, Interrogation, Linguistics, Mok'bara, Persuasion, Philosophy, Physics, Psychiatry, Quantum Mechanics, Shipboard Tactical Systems, Small Craft, Spatial Phenomena, Survival, Temporal Mechanics, Transporters and Replicators, Trauma Surgery, Virology, Warp Field Dynamics, Xenobiology.*

Talents (lahmey)

Talents are additional benefits that a character possesses that define areas of specialty, the advantages of the character's personal approach to circumstances, and other decisive abilities. These normally take the form of a bonus – extra d20s, re-rolls, bonus Momentum, the ability to use a different discipline in a given situation, and so forth – that applies when the character is performing types of tasks or taking an approach to a situation.

Many talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected, such as belonging to a specific species, or having a discipline at a specific rating or above. A selection of talents is provided in *Chapter 4.30: Talents*, starting on page 118. Additional talents may be found in the three ***Star Trek Adventures*** division supplemental rulebooks.

CHAPTER 04.20

LIFEPATH CHARACTER CREATION

"WE ARE KLINGONS!"

– KRUGE

OVERVIEW

The default method of creating a character in ***Star Trek Adventures*** is the Lifepath. This is a series of steps that represent important events in the character's life, and the way those events shape the character's nature is reflected in the mechanical choices each step presents.

The Lifepath consists of seven steps, with each step allowing a new choice from a list of options. Each character is made up of the component parts described above, and these will be decided upon with each step of the Lifepath. These are cumulative gains, and as you work through each step of the Lifepath, the results are added to your character. In this way, the character takes shape stage by stage.

While this option presents the steps as a series of tables with results that can be generated by dice rolls, you may choose to ignore any or all the results rolled, or even to not bother rolling in the first place. In this way, the system never stands in the way of creating the character you want to play. You might begin the process knowing exactly what kind of character you want to create, you might have part of an idea and use random rolls to fill out the details, or you might want to let the dice create a character for you.

At this stage, you should have a character sheet on hand. These are presented at the end of this book and copies of that sheet can be downloaded from the Modiphius website. It is, of course, entirely possible to just use a sheet of plain paper, but a character sheet presents the information in an orderly fashion. Also, it's a good idea to use a pencil when writing down information and notes during character creation, as elements are subject to change during the process.

STEP ONE: SPECIES

STARTING POINTS

All characters begin with a score of 7 for each attribute, and 1 for each discipline. These will be increased during the Lifepath. A finished starting character cannot have more than 12 in any attribute and may only have one attribute at 12. They also cannot have more than 5 in any discipline and may only have one discipline with a score of 5. During the character creation steps, a character may end up with scores above these limits, but this will be fixed at Step Seven: Finishing Touches (page 112).

CHOOSING A SPECIES

The choice made at this stage of the Lifepath is the character's species. While there are a number of species who are subjects of the Klingon Empire, player characters made using this book are always Klingons, though there is variation amongst Klingons. Not all species options are available in every era of play.

Each species provides a few benefits, listed below:

- **ATTRIBUTES:** Each species lists three attributes. Add 1 to each listed attribute.
- **TRAIT:** The character gains a single trait, which is the character's chosen species. This reflects the quirks, strengths, and weaknesses that apply to all members of that species because of their physiology, culture, and shared history. Each species entry provides a few examples of how that trait may impact situations. A trait may also serve as a prompt for the gamemaster to affect a character differently because of a poison, disease, or other hazard.
- **TALENTS:** The character gains a single talent. This talent may be chosen freely from any which are available to the character: the main talent list begins on page 118. Each species also has a number of talents available to characters of that species, reflecting physiology or culture in some way.

LIFEPATH SUMMARY

As the Lifepath consists of many steps and choices, it's useful to review a summary of the process before you begin.

At the start of the Lifepath, a character will have a score of 7 in each attribute, and a score of 1 in each discipline. Throughout the process, the character will gain an additional 14 points spread across their attributes, and an additional 10 points spread across their disciplines.

Additionally, during the process, a character will receive a minimum of one trait (their species), four values, four talents, and six focuses.

During most eras, the only species option available for a Klingon character is, unsurprisingly, Klingon. After 2155, the ridgeless, more Human-looking *QuchHa'* Klingons become an option. The metagenic disease which caused the *QuchHa'* is cured, and those afflicted receive reconstructive treatment in the late 23rd century, and no *QuchHa'* characters remain after the early 2270s.

CHOOSING VALUES AND TALENTS

Several stages of the Lifepath require that you choose a value for your character. This is sometimes easier said than done: coming up with a suitable phrase on demand isn't always easy, even for highly creative people.

Thus, it's recommended that, if you can't come up with a value for a certain stage right away, make a note that you need to create a value for that stage, and move on. You can go back and fill in that value later, even leaving it until the very end of character creation, depending on when inspiration strikes.

If you're still struggling to come up with a value during character creation, it is entirely possible to use the method from Creation in Play (page 122) and leave one or more values blank even once play has begun, defining when as-and-when required during the game.

CHOOSING TALENTS

Similarly, it can often be awkward to choose talents at each step of the Lifepath, especially as the talents are all in one part of the book away from the Lifepath choices. With your gamemaster's permission, it's entirely possible to leave the choosing of talents until the end of character creation.

STEP ONE: Choose the character's **Species**. The options presented in this rulebook are Klingon, and Klingon (*QuchHa'*). Other species options can be found in other ***Star Trek Adventures*** supplements. Each species grants:

- A species trait
- +1 to each of three attributes
- Access to talents unique to that species

STEP TWO: Choose the character's **Environment**; this is the type of world the character was raised on. Each Environment grants:

- A value
- +1 to one attribute, and +1 to one discipline.

STEP THREE: Choose the character's **Caste**; this is the kind of education the character had during their formative years, and the kind of influence their parents and mentors had. Each gives the character:

- +2 to one attribute and +1 to a second attribute
- +1 to a single discipline
- One focus
- One talent

STEP FOUR: The character undertakes **training** to become a warrior and chooses the manner of their training. There are a number of options here, but each grants the character:

- One value
- Three points to spend on two or three attributes
- +2 to a single discipline, +1 to two other disciplines
- Three focuses
- One talent

STEP FIVE: Choose how long your character's **career** has been so far: are they young and inexperienced, seasoned veterans, or somewhere in between? The character gains:

- One value
- One talent

STEP SIX: Determine two or more **character events**. Regardless of how many events are chosen, the character gains:

- Two points for attributes
- Two points for disciplines
- Two focuses

STEP SEVEN: Finishing Touches. Gain:

- One value
- +1 to two attributes
- +1 to two disciplines
- One talent
- Adjust attributes and disciplines that go above the maximum scores for each.
- Record derived scores – Stress, and bonus damage – plus the character's name, rank, role, department, and starting equipment



KLINGON

ALL ERAS OF PLAY

The dominant, and eponymous, species of the Klingon Empire, the Klingons are a proud and martial people, visibly distinguished from others by their height and strength, and by the ridged, bony crest on their heads, running from brow to crown (and sometimes further). Hardy and aggressive, Klingons tend to combine a sense of pride and personal conviction with a fatalistic streak, regarding an honorable death to be preferable to living with the shame of defeat or anything that would diminish or lessen them.

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Klingon. Klingon physiology is hardy, with many redundant internal organs – a third lung, a second liver, an eight-chambered heart, to name a few – which allow them to withstand harm and numerous poisons and toxins which would be deadly for other species. They are significantly stronger and more resilient than Humans, though they have less tolerance for the cold.
- **TALENTS:** The character receives full access to all the Klingon-specific talents detailed on page 119. **Klingon characters must take the *Brak'lul* talent during character creation.**



KLINGON (QUCHHA')

***ENTERPRISE* ERA OR ORIGINAL SERIES ERA**

In 2154, a lethal, metagenic strain of the Levodian flu ran rampant through the Klingon Empire, infecting vast numbers of Klingons. Though a cure was eventually devised, the combination of the plague's metagenic effects and the cure itself led to numerous physiological and genetic changes in those afflicted, most notably the dissolution of their cranial ridges and a number of neurological alterations, to a point where they somewhat resemble Humans, with these changes passed onto the descendants of those afflicted. These altered Klingons came to be known as *QuchHa'*, "the unhappy ones," for their seeming deformity, while those who escaped the plague's effects were commonly referred to as the *HemQuch*. Though still hardy and vigorous, the *QuchHa'* tend to express the customary aggression of their culture as a ruthless cunning, and they are often regarded as less honorable and trustworthy. They join the armed forces and intelligence services in great numbers to prove their worth and gain glory as a result of this discrimination. By the early 2270s, almost all *QuchHa'* had undergone corrective treatment to restore their Klingon physiology, and Klingons in later eras refuse to discuss the matter with outsiders.

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Klingon (as above) and *QuchHa'*. Those Klingons affected by this metagenic plague are frequently

discriminated against or regarded as cowardly, shameful, or un-Klingon in nature, a stigma that they frequently strive to disprove, or which frees them to take actions that other Klingons may not regard as proper. Their altered genetics leave them less susceptible to a number of diseases and disorders that affect Klingons but allows them to contract a number of Human diseases that Klingons are normally immune to.

- **TALENTS:** The character receives full access to all the Klingon-specific talents detailed on page 119, and they may also select from the *QuchHa'* talents below. *QuchHa'* Klingons do not have to take the *Brak'lul* talent.

CRUEL

Requirements: *QuchHa'*, or gamemaster's permission

You have a tendency towards ruthlessness and cruelty, and the reputation to match, always seeking to undermine those you wish to destroy before you deal the final blow. When you attempt a Task to identify the weaknesses or flaws of an enemy, or matters they are particularly sensitive or protective about, you may reduce the Difficulty by 1. If the enemy has a trait which reflects this weakness (such as an advantage you've created, or a complication they're suffering from), you may re-roll a single d20 on the next attack or persuasion Task you attempt against them.

SUPERIOR AMBITION

Requirements: *QuchHa'*, or gamemaster's permission

You believe that your cunning and insight give you an advantage over other Klingons, and your ambition is greater than theirs. When you spend Determination, you may add three to Threat in order to gain two benefits from spending Determination, instead of one.

Step Two: Environment

The Klingon Empire is vast and expands with each new conquest. Thus, Klingons come from many different worlds, from the likes of Qo'noS and Khitomer in the heart of the Empire, to border colonies that may have only been claimed in the last generation. Further, as a culture which has been spacefaring for centuries, countless Klingons are raised in space, aboard starbases and transport ships across the Empire.

Your character's Environment grants them a single value, one point in a single attribute, and one point in a single discipline.

The value chosen should reflect the environment and culture the character was raised within, and it's a good opportunity to consider how the character views Klingon culture, and how they connect – or perhaps struggle – with the philosophies and traditions of their people.

Mixed-Heritage Characters

Though relatively uncommon, especially in earlier eras, Klingons have been known to procreate with members of other species: characters such as Alexander Rozhenko, son of Worf, and B'Elanna Torres, daughter of Miral, are notable Klingons in *The Next Generation* era who are part Human. Those who favor the Klingon side of their ancestry more may find themselves becoming Klingon warriors.

To create mixed-heritage characters, choose two species, one of which will be the primary species – the one the character favors. The character is treated as a member of the primary species for attribute bonuses; most mixed-heritage characters take more after one parent than another. The character gains the species traits for both parent species, and they may select talents from both parent species. Mixed-heritage Klingon characters are not required to select the *Brak'lul* talent (though they are still allowed to if the player wishes – the talent becomes optional rather than mandatory).

The Divide

The distinction between *QuchHa'* and *HemQuch* exists between 2155 and the early 2270s, corresponding with the appearance of Klingon characters within The Original Series. While only smooth-headed *QuchHa'* Klingons ever appeared in The Original Series (and are never said to be anything other than just Klingons), and never appeared again outside of it (and characters such as Kor, Koloth, and Kang appeared both smooth-headed in The Original Series and in full Klingon glory in *Star Trek: Deep Space Nine*), the option to play either type of Klingon in that timeframe is provided here to provide the greatest flexibility and potential for interesting stories.

Individual groups may ignore or amend this as they wish, only using smooth-headed or ridge-headed Klingons in the Original Series era at their discretion.

CORRECTIVE MEASURES

After 2270, most *QuchHa'* undergo corrective treatments – a mixture of surgery and gene therapy – to restore their natural physiology. While this is unlikely to happen to an individual character during the course of a campaign, it's worth touching on the idea here. A character who undergoes these treatments essentially replaces their Klingon (*QuchHa'*) species with the default Klingon species entry, changing their attributes and traits accordingly. Any *QuchHa'*-specific talents must be replaced, and the character must select the *Brak'lul* talent if they do not have it. This change should be handled outside of normal play, with the assumption that the treatment and recovery require weeks or months.

Example: *Nathan is creating a character using the Lifepath method. First, he determines the character's species. This is simple, as the game is set in* The Next Generation *era, so he only has one option: Klingon. Nathan also selects the Klingon-specific talent* Brak'lul*, because all Klingon characters have to take it at some point during character creation. This gives the character the Klingon species trait, and means that the character now has the following attribute scores: Control 7, Daring 8, Fitness 8, Insight 7, Presence 8, Reason 7.*

D20 ROLL	ENVIRONMENT	BENEFITS
1-3	Qo'noS	Suitable value; Daring, Fitness, or Presence +1; Command, Security, or Science +1
4-6	Core Worlds	Suitable value; Daring or Presence +1; Command, Conn, or Security +1
7-9	Isolated Colony	Suitable value; Reason or Insight +1; Engineering, Science, or Medicine +1
10-12	Frontier Colony	Suitable value; Daring or Control +1; Conn, Security, or Medicine +1
13-15	Starship or Space Station	Suitable value; Control or Insight +1; Command, Conn, or Engineering +1
16-18	Another Species' World	Suitable value; suitable attribute; any discipline +1
19-20	Roll Again	

You may choose the character's environment, or randomly determine it by rolling a d20 on the table above.

CULTURE, OR MONO-CULTURE?

While this book delves into Klingon culture in some detail, we can only really scratch the surface. Further, as the Klingon Empire is said to have existed for well over a thousand years, and Klingon culture since long before that, we can easily imagine that there are far more as-yet-unexplored elements about Klingon history, art, philosophy, tradition, adornment, dialect, and so forth. More than that, as a civilization that spans dozens of worlds, there is room for considerable variation in this culture from region to region and world to world. These cultures and subcultures will have spread, mixed, and interwoven over the centuries, rising and falling in prominence as different Houses and different philosophies ascend or decline.

The same can be said of ethnicity. Variation in physiognomy, skin color, and so forth can be found amongst all species, typically because of evolutionary adaptations to specific climates on a species' homeworld. Klingons are little different, and there are a wide range of skin colors, hair types, and other such variations, and for essentially the same reasons.

GLORY TO YOU, AND YOUR HOUSE

The normal Lifepath process assumes ordinary, "commoner" Klingons from relatively humble backgrounds – or as humble as a Klingon's family history can be – but the Klingon Empire, as a society with many feudal aspects to it, retains a system of landed nobility, with the wealthiest, most powerful, and most prestigious extended families, or Houses, shaping the day-to-day politics of the Empire. Scions of these Great Houses often serve as officers in either the Klingon Defense Force or their own house military.

If you wish to create a Klingon character who belongs to a Great House, you may do so by replacing Step Two and Step Three of the Lifepath with the results of House Creation, described on page 136.

QO'NOS

You hail from the Klingon homeworld of Qo'noS, often called Kronos by outsiders, and you've been surrounded by the cultural and spiritual legacies of Kahless and the Empire for your entire life. The oldest and most revered of Klingon traditions came from your homeworld, and they are a defining part of your upbringing.

VALUE: Select a value for your character, which reflects having been raised upon Qo'noS, at the very heart of Klingon civilization.
ATTRIBUTE: Choose one of the following attributes to and increase it by 1: Daring, Fitness, or Presence.
DISCIPLINE: Choose one of Command, Security, or Science, and increase that discipline by 1.

CORE WORLDS

You come from one of the Empire's oldest or most prosperous colonies. These colonies often have a fiercely independent outlook, having developed with little aid from the Empire in their earliest days, and the pride that accompanies being amongst the first of their kind to tame an alien world still remains in the descendants of those first settlers.

VALUE: Select a value for your character, which reflects having been raised upon one of the Empire's earliest or most prosperous colonies.
ATTRIBUTE: Choose one of the following attributes and increase it by 1: Daring or Presence.
DISCIPLINE: Choose one of Command, Conn, or Security, and increase that discipline by 1.

ISOLATED COLONY

You come from a colony isolated from the rest of the Empire, and from the wider Galaxy. Worlds like Boreth use this isolation as an opportunity for spirituality and contemplation, while others are settled because they present unique opportunities to perform research far from the scrutiny and politicking of the core worlds. Even in the Empire, these worlds emphasize learning and introspection.

VALUE: Select a value for your character, which reflects having been raised in relative isolation from the rest of the Empire, or their attitudes towards their home's focus.

ATTRIBUTE: Choose one of the following attributes and increase it by 1: Reason or Insight.
DISCIPLINE: Choose one of Engineering, Science, or Medicine, and increase that discipline by 1.

Frontier Colony

You come from a colony located on the fringes of the Empire, either on the edge of explored space or on the border with the Federation or the Romulan Empire. Your world may even have been claimed from one of those rival powers during a conflict in previous generations. Frontier colonies tend to produce determined people, stubborn and well-prepared for the dangers their home may present, and entirely willing to fight to keep what they have settled.

VALUE: Select a value for your character, which reflects having been raised on one of the Empire's many frontier worlds, or their attitude toward rival powers.
ATTRIBUTE: Choose one of the following attributes and increase it by 1: Daring or Control.
DISCIPLINE: Choose one of Conn, Security, or Medicine, and increase that discipline by 1.

Starship or Space Station

You grew up in space, travelling aboard a starship or living aboard a space station. You won't have been raised aboard a warship, but many freighters, transports, and other civilian vessels have a tradition of family or generational crews. Those raised in space learn the ways of shipboard life as children, and many take to a spacefaring life easily as a result.

VALUE: Select a value for your character, which reflects having been raised in the close-knit community of a starship or space station.
ATTRIBUTE: Choose one of the following attributes and increase it by 1: Control or Insight.
DISCIPLINE: Choose one of Command, Conn, or Engineering, and increase that discipline by 1.

Another Species' World

You grew up amongst non-Klingons. Perhaps you were part of a Klingon enclave overseeing a conquered world, or you were raised amongst exiles, or orphaned during a battle or disaster and raised by aliens. You might have been raised in the Empire, or you may be an outsider to it. Whatever the situation, you have chosen to serve the Empire and prove that you are as Klingon as anyone born on Qo'noS, even if you may have different perspectives on Klingon culture and tradition.

VALUE: Select a value for your character, which reflects having been raised amongst or alongside those of another species, and perhaps having an outsider's perspective on the Empire.
ATTRIBUTE: Choose one of your character's attributes and increase it by 1. This should be an attribute which reflects the culture or species your character grew up within.
DISCIPLINE: Choose any one discipline and increase it by 1.

Example: *The next step for Nathan's character is Environment. Nathan rolls for this, to see if it produces any interesting results. He rolls a 16 – Another Species' World – and sees some interesting possibilities there.*

Nathan decides that the world his character was raised on was a former Romulan prisoner-of-war camp, conquered by the Klingons when he was a child. He was born there, the child of two of the prisoners. With that in mind, Nathan adds 1 to the character's Control, bringing it up to 8: restraint is necessary under the dominion of Romulan prison guards. He also adds 1 to his Security discipline, having been surrounded by soldiers – captive and enemy alike – all his life. Finally, he adds a value: "Survival Must be Earned".

Roleplaying in the 22nd Century

Klingons of the *Enterprise* era (2100s to 2199) are generally even more direct and bloodthirsty than those of later generations. Prior to encountering Earthers, Klingons plied the spacelanes and battled who they wished, took what they desired, and House vied with House for supremacy of the Empire. It's a chaotic time for the Empire, and most warriors in this era are dedicated to securing as much glory and honor for themselves, their House, and their warship as possible before another Klingon warship gets the advantage over them.

In the later decades of the century, four key events occur that create a gradual cultural shift toward cunning and deception: Klingons meet Earthers; the Federation is formed from the alliance among Earthers, Vulcans, Andorians, and Tellarites; the Augment Virus sweeps through the Empire and changes millions into *QuchHa'*; and cloaking devices become standard equipment on all Klingon warships. These four factors lead most Klingon characters in the late decades of the century to be generally more clever, devious, and ruthless than their forebears. Players should keep these factors in mind when roleplaying Klingons of this era and when developing their characters' values.

Roleplaying in the 23rd Century

Once the Federation is fully established and expands exponentially from the late 2100s into the 2200s, the Empire rushes more warships into service to keep pace with the Federation's expansion. Klingon characters of the Original Series era, especially any *QuchHa'* characters, are among the most deceptive, diabolical, and clever of all Klingons. Characters are still focused on gaining personal glory and honor for their House, but are equally likely to desire battle with Federation members, especially those associated with the reviled Starfleet.

As the century progresses, a grim cold war forms between the Empire and the Federation, with the unwanted Organian Peace Treaty creating additional tension among warriors thirsty for battle but unwilling to risk the Empire to the Organians' threats. The destruction of Praxis and the necessary peace with the Federation near the end of the century likely signals a seismic shift in character behavior and values.

Roleplaying in the 24th Century

The Next Generation era presents a fresh challenge for the nominally warlike Klingon psyche – peaceful coexistence with a former adversary. Warriors who long faced down Federation starships with weapons at the ready now find potential allies on the other side of the negotiating table, and for older, seasoned warriors used to the old ways, it is a bitter pill to swallow. Younger warriors and officers may appreciate the benefits of an alliance with the Federation, and may look forward to spending time on a Federation starship as part of the Officer Exchange Program to learn new skills and be exposed to different technologies. Veteran warriors may balk at the alliance, and may chafe at the apparent dilution or loss of what makes Klingons Klingons. A yearning for glory or battle may be present in many Klingon hearts.

The later decades of the century are a divisive time for the Empire and its denizens, as characters may be pulled in various directions depending on their loyalties to Chancellor Gowron, to their Houses, to the alliance with the Federation, and more. The rising Dominion conflict pushes the Empire into a brief and bloody war with the Cardassians, and then the Federation as well. Eventually, the Klingons find themselves as firm allies with the Federation once again as war with the Dominion flares into an inferno. Characters in this era are faced with challenges on all sides, and will have their values tested on a regular basis.

Step Three: Caste

The Klingon Empire has long had a system of castes, divided amongst the professions and vocations which allow society to function. Families within these castes tend to train in certain vocations, generation after generation. Throughout Klingon history, different castes have risen and fallen in prominence, though the Warrior caste has always held a place of significance. Within the last few centuries, however, this system has begun to break down, with caste divisions no longer as strictly defined as they once were, and while more traditional families still expect their children to follow in their footsteps, many Klingons break from caste and pursue whatever careers they desire.

A character's caste provides them with three points spread across two attributes. Which attributes can be increased, and by how much, is determined not only by the caste chosen, but also by whether the character accepted their caste or rebelled against it.

Each caste also gives the character a single point to add to one of their disciplines, with each caste having a choice of which disciplines can be increased. Finally, the character receives a single focus, which should relate in some way to the caste chosen (a few examples are provided in each case). Finally, each caste gives the character a single talent.

A player may choose their character's caste, or randomly determine it from the table below by rolling a d20.

Warrior

Yours is a family of warriors, who have served the Empire with honor for generations. At least one member of your family in each generation will have gone to war for the Empire, and you were raised to tales of glorious battle.

ATTRIBUTES: If you **accepted** your caste, then the rigorous training and courage of a warrior's life comes naturally to you. Increase your Daring by 2 and your Fitness by 1.

If you **rebelled** against your caste, then you embraced more intellectual or academic pursuits. Increase your Reason by 2 and your Insight by 1.

DISCIPLINES AND FOCUS: Your exposure to the ways of the warrior allows you to increase any one of Command, Conn, or Security by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Composure, Hand-to-Hand Combat (may be renamed to a particular style or weapon), Disruptors, Intimidation, Military History, Small Craft, Starship Recognition, Survival.*

TALENT: You also gain a single talent, which may be chosen freely.

D20 ROLL	CASTE	ACCEPTED CASTE	REBELLED AGAINST CASTE	DISCIPLINES, FOCUS, AND TALENT
1-3	Warrior	Daring +2, Fitness +1	Reason +2, Insight +1	Command, Conn, or Security +1; focus; talent
4-6	Merchant	Daring +1, Presence +2	Reason +1, Insight +2	Command, Engineering, or Science +1; focus, talent
7-9	Scientific	Control +2, Reason +1	Daring +1, Insight +2	Engineering, Science, or Medicine +1; focus; talent
10-12	Agriculture	Control +1, Fitness +2	Presence +1, Fitness +2	Conn, Security, or Medicine +1; focus; talent
13-15	Artistic	Insight +1, Presence +2	Daring +1, Fitness +2	Command, Engineering, or Science +1; focus, talent
16-18	Academic	Control +1, Reason +2	Fitness +1, Insight +2	Command, Security, or Science +1; focus, talent
19-20	Roll Again			

MERCHANT

Your family members are traders, with connections on countless worlds, buying, moving, and selling goods across the Empire and to distant trading partners. You may have been raised into the world of commerce and trade or grown up on an interstellar freighter carrying vital cargo. Regardless, you've grown up encountering people from all walks of life, including those from outside the Empire, and your outlook on life has been shaped accordingly.

ATTRIBUTES: If you **accepted** your caste, then a cosmopolitan, ambitious lifestyle seems natural. Increase your Daring by 1 and your Presence by 2.

If you **rebelled** against your caste, then you separated yourself from your family to find your own purpose. Increase your Reason by 1 and your Insight by 2.

DISCIPLINES AND FOCUS: Your exposure to mercantile ways allows you to increase any one of Command, Engineering, or Science by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Finances, Geology, Linguistics, Manufacturing, Metallurgy, Negotiation, Survey.*

TALENT: You also gain a single talent, which may be chosen freely.

SCIENTIFIC

Your family home was one filled with the potential of science, and cutting-edge developments were familiar ground, even if those pursuits are not well-appreciated by other Klingons. Where would the Empire be without warp drive, disruptors, cloaking devices, or even the alloys which make a warrior's blades? Your family has always been one of those studying and providing these advances, for all that the outside Galaxy thinks that 'Klingon scientist' is a contradiction.

ATTRIBUTES: If you **accepted** your caste, then you've learned to be rational, methodical, and precise. Increase your Control by 2 and your Reason by 1.

If you **rebelled** against your caste, then you probably don't lack for technical talent, but you've chosen not to develop it, relying more on instinct to guide you. Increase your Daring by 1 and your Insight by 2.

DISCIPLINES AND FOCUS: Your exposure to the ways of science and technology allows you to increase any one of Engineering, Science, or Medicine by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Astrophysics, Astronavigation, Computers, Cybernetics, Power Systems, Genetics, Physics, Subspace Communications, Surgery, Temporal Mechanics, Quantum Mechanics, Warp Field Dynamics, Xenobiology.*

TALENT: You also gain a single talent, which may be chosen freely.

AGRICULTURE

You grew up surrounded more by nature than by people, in rural communities, on the frontier, or somewhere else distant from the bustle of cities. Your family might be heavily involved in agriculture, growing real food, maintaining hunting grounds, or rearing livestock. Unlike the Federation, you do not rely on replicated food, inert and synthetic: a Klingon requires fresh, living food to sustain them, and your family has provided this for generations.

ATTRIBUTES: If you **accepted** your caste, then you've had a tough, practical upbringing and gained a strong work ethic. Increase your Control by 1 and your Fitness by 2.

If you **rebelled** against your caste, then you likely embraced science, technology, and the fruits of an advanced civilization. Increase your Presence by 1 and your Reason by 2.

DISCIPLINES AND FOCUS: Your rural upbringing allows you to increase any one of Conn, Security, or Medicine by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Animal Handling, Athletics, Emergency Medicine, Endurance, Ground Vehicles, Infectious Diseases, Navigation, Toxicology, Survival Training.*

TALENT: You also gain a single talent, which may be chosen freely.

ARTISTIC

Your life was filled with arts and creativity of all kinds, and no matter the pursuits you favor, you've been exposed to the great works not only of the Empire's storied history but also that of other cultures and given every opportunity to express yourself. Different forms of art are appreciated to different degrees amongst Klingons, but the performing arts are especially beloved: many warriors fancy themselves as poets or playwrights in the manner of WIlyam SeQplr when recounting a glorious victory, and Klingon opera is known and studied across the Alpha and Beta Quadrants.

ATTRIBUTES: If you **accepted** your caste, then you've developed a deep understanding of the passions and motives of others. Increase your Insight by 1 and your Presence by 2.

If you **rebelled** against your caste, then you're probably more inclined to action than expression. Increase your Daring by 1 and your Fitness by 2.

DISCIPLINES AND FOCUS: Your exposure to the arts allows you to increase any one of Command, Engineering, or Science by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Botany, Cultural Studies, History, Holoprogramming, Linguistics, Music, Observation, Persuasion, Psychology.*

TALENT: You also gain a single talent, which may be chosen freely.

ACADEMIC

You've been surrounded by the complexities of political thought, the nuances of diplomacy, and intense study of a range of subjects and fields for your entire life. Your family is one of lawyers, civil servants, historians, diplomats, and more besides, maintaining the fabric of Empire just as the farmers feed it, the merchants keep it supplied, and the warriors protect it. The Klingon Empire is a nation often led by warriors, but it is the learned who govern it and keep it running, often without the respect such endeavors deserve.

ATTRIBUTES: If you **accepted** your caste, then you're disciplined, well-read, and familiar with the arts of research and debate. Increase your Control by 1 and your Reason by 2.

If you **rebelled** against your caste, then you've probably sought out more tangible things to focus your attentions upon. Increase your Fitness by 1 and your Insight by 2.

DISCIPLINES AND FOCUS: Your exposure to learning and reasoned discourse allows you to increase any one of Command, Security, or Science by 1.

Your focus should relate to your upbringing, covering skills learned during your formative years. Examples include: *Composure, Debate, Diplomacy, Espionage, Etiquette, Interrogation, Law, Philosophy.*

TALENT: You also gain a single talent, which may be chosen freely.



Example: *The character is starting to take shape, and Nathan moves on to the next step – determining the character's caste. He has an idea of what could work, but he rolls the dice to see if that suggests anything. A roll of 5 is the Merchant caste, which doesn't necessarily fit the character taking shape in Nathan's imagination, so he ignores the roll and chooses the Warrior caste; if the character's parents were prisoners-of-war, then at least one of them is likely to have been of the Warrior caste. But rebelling against that upbringing seems like an interesting option – the character saw the Klingon way as flawed, because he grew up around captive warriors, warriors who had failed and been failed by their superiors.*

With this choice, Nathan now has a Reason of 9 and an Insight of 8, and he chooses the Command discipline to increase to 2. His calm, restrained manner suggests a focus in Composure, and he selects a talent, Dauntless, to emphasize this further.

Step Four: Training

You have chosen to commit your life to the Klingon Empire as a warrior, joining the Klingon Defense Force to protect the Empire and its interests. But this is not a trivial thing to do. Joining the crew of a starship takes training and dedication, and to be an officer rather than merely a bekk requires grueling entrance exams and the approval of the Oversight Council. There are training facilities on every major world in the Empire, but the most prestigious academies are found on Qo'noS and Ty'Gokor, and a young cadet may spend much of their training off-world engaging in fleet exercises and other practical study.

A warrior or laborer who enlists will undergo basic training, and then be assigned to a vessel or other posting. An officer will spend several years training, and then receive an assignment worthy of their skills.

A character's training has a significant impact upon them in game terms. The way these improvements are provided is explained in full below.

You may choose your character's training, or randomly determine it from the table shown above by rolling a d20.

Command Officer

Your training was in leadership, but you have honed your martial prowess too, for any leader who cannot defend themselves is not worthy of their rank…and you may find you have to put this to the test if an underling challenges you for position. You are required to serve as a representative of your ship, your crew, and the Empire (and possibly a particular House as well), to varying degrees depending on your posting, and this may involve a degree of diplomacy as well as strength at arms.

Training

D20 Roll	Training	
1-5	Command Officer	▶ Add one value reflecting their time training ▶ Spread 3 points between 2 or 3 attributes ▶ Increase Command or Security by 2, and increase the other by 1 ▶ Increase one discipline other than Command or Security by 1 ▶ Add 3 focuses (at least one relating to your training) ▶ Add one talent (chosen freely)
6-10	Technical Officer	▶ Add one value reflecting their time training ▶ Spread 3 points between 2 or 3 attributes ▶ Increase one discipline (Conn, Engineering, Medicine, or Science) by 2, one of these by 1, and ANY other discipline by 1 ▶ Add 3 focuses (at least one relating to your training) ▶ Add one talent (chosen freely)
11-15	Enlisted Warrior	▶ Add one value reflecting their time training ▶ Spread 3 points between 2 or 3 attributes ▶ Increase Conn or Security by 2, and ANY other two disciplines by 1 ▶ Add 3 focuses (at least one relating to your training) ▶ Add one talent (chosen freely)
16-20	Laborer	▶ Add one value reflecting their time training ▶ Spread 3 points between 2 or 3 attributes ▶ Increase Engineering, Science, or Medicine by 2, and ANY other two disciplines by 1 ▶ Add 3 focuses relating to your training ▶ Add one talent (chosen freely)

VALUE: You gain a single value, which should reflect some aspect of your character's beliefs developed during their time training to become an officer.

ATTRIBUTES: You gain three points, which may be split between two or three attributes (increase three attributes by 1 each or increase one by 2 and another by 1). You may select these attributes freely.

DISCIPLINES: Choose one of Command or Security and increase the chosen discipline by 2. Then, increase the other by 1. Finally, add 1 to any discipline other than Command or Security.

FOCUSES: Select three focuses, at least one of which should relate to your chosen training. Examples for Command Officer focuses include: *Blades, Composure, Diplomacy, Disruptors, Espionage, Etiquette, Hand-to-Hand Combat, Inspiration, Intimidation, Lead by Example, Persuasion, Shipboard Tactical Systems, Survival.*

TALENT: You also gain a single talent, which may be chosen freely.

Technical Officer

Your role in the Klingon Defense Force means that you require both technical skill and considerable authority. You are amongst those responsible for operating and maintaining the advanced systems of a bird-of-prey or other starship, such as the warp drive, the cloaking device, and similar, and for overseeing the warriors and laborers who support your efforts.

VALUE: You gain a single value, which should reflect some aspect of your character's beliefs developed during their time training to become an officer.

ATTRIBUTES: You gain three points, which may be split between two or three attributes (increase three attributes by 1 each or increase one by 2 and another by 1). You may select these attributes freely.

DISCIPLINES: Choose one of Conn, Engineering, Medicine, or Science and increase the chosen discipline by 2. Then, increase one of the others by 1. Finally, add 1 to any discipline not already increased at this stage.

FOCUSES: Select three focuses, at least one of which should relate to your chosen training. Examples for Technical Officer focuses include: *Astrophysics, Astronavigation, Computers, Cybernetics, Electro-Plasma Power Systems, Emergency Medicine, Extra-Vehicular Activity, Genetics, Helm Operations, Infectious Diseases, Physics, Quantum Mechanics, Sensor Operations, Shipboard Tactical Systems, Transporters, Trauma Surgery, Warp Field Dynamics.*

TALENT: You also gain a single talent, which may be chosen freely.

Enlisted Warrior

Whether you chose to enlist as an ordinary bekk, or warrior, or could not gain admission to one of the prestigious military academies to become an officer, you joined the Klingon Defense Force as one of the rank-and-file. You may yet attain some important position aboard the ship, or achieve glory sufficient to earn a battlefield commission, but for now, you fight where the officers command, and do so without complaint.

VALUE: You gain a single value, which should reflect some aspect of your character's beliefs developed during their training and early years of service.

ATTRIBUTES: You gain three points, which may be split between two or three attributes (increase three attributes by 1 each or increase one by 2 and another by 1). You may select these attributes freely.

DISCIPLINES: Choose one of Conn or Security and increase the chosen discipline by 2. Then, increase any two other disciplines by 1.

FOCUSES: Select three focuses, at least one of which should relate to your chosen training. Examples for Enlisted Warrior focuses include: *Blades, Composure, Disruptors, Hand-to-Hand Combat, Intimidation, Sensor Operations, Shipboard Tactical Systems, Survival.*

TALENT: You also gain a single talent, which may be chosen freely.

Laborer

The Klingon Defense Force has need of more than merely warriors. Numerous practical and technical aspects of military life require workers to perform routine, mundane labors, assisting with the maintenance and upkeep of the ship, overseeing cargo, preparing meals for the crew and officers, providing basic first aid, and a variety of other tasks. This is vital work, but not especially glorious, though a few of the civilian laborers working on KDF vessels catch the attentions of their superiors and receive the opportunity to better themselves, being permitted to enlist or even being offered a battlefield commission if they have proven themselves worthy.

VALUE: You gain a single value, which should reflect some aspect of your character's beliefs developed during their service.

ATTRIBUTES: You gain three points, which may be split between two or three attributes (increase three attributes by 1 each or increase one by 2 and another by 1). You may select these attributes freely.

DISCIPLINES: Choose one of Engineering, Science, or Medicine and increase the chosen discipline by 2. Then, increase any two other disciplines by 1.

FOCUSES: Select three focuses, reflecting the duties you carry out aboard ship. Examples for Laborer focuses include: *Animal Handling, Computers, Electro-Plasma Power Systems, Emergency Medicine, Starship Maintenance, Survival, Transporter Systems.*

TALENT: You also gain a single talent, which may be chosen freely.

***Example:** Nathan's character clearly stands apart from other Klingons, and he takes the Technical Officer path during his training. Nathan chooses a value for the character: "Conquer What You Desire", reflecting the character's discontent and ambition. Then, he chooses to increase two of the character's attributes, adding 2 to Control and 1 to Daring, for totals of Control 10 and Daring 9. Next, he chooses to increase his Conn by 2, his Engineering by 1, and his Security by 1, bringing him to totals of Conn 3, Engineering 2, Security 3. He selects three focuses: Hand-to-Hand Combat, Helm Operations, and Shipboard Tactical Systems. Finally, he selects a talent: Quick to Action.*

Step Five: Career

At this stage, you have a choice to make about the character. This decision is a clear one: is the character a young officer, eager for glory and with their whole career ahead of them, have they served in the KDF for several years, or are they a veteran with decades of experience?

This stage grants the character a value and a talent. This stage should always be chosen manually, rather than rolled – if you're creating your character randomly, default to the Experienced Warrior option, below.

Young Warrior

The character is defined by their potential more than their skill. Their raw talent and their expectations of what the universe is like have not yet been tempered by reality.

VALUE: The character receives a value, which must reflect the character's inexperience and naïveté in some way.

TALENT: The character receives a single talent: **Untapped Potential**, described below.

UNTAPPED POTENTIAL (TALENT)

Requirements: Young Warrior (only available during character creation)

The character is inexperienced, but eager for glory and recognition. The character may not have or increase any attribute above 11, or any discipline above 4 while they have this talent (and may have to adjust attributes and disciplines accordingly at the end of character creation). Whenever the character succeeds at a task for which they bought one or more additional dice with either Momentum or Threat, they may roll 1. The character receives bonus Momentum equal to the roll of the and adds one point to Threat if an effect is rolled. The character cannot gain any higher rank than *bekk* (for enlisted characters), or Lieutenant (for officers) while they possess this talent. See page 128 for information on how a player can 'buy off' this talent, representing their character's growth.

Experienced Warrior

The character has several years of experience in service of the Empire and is enjoying a promising career. This is the default assumption for characters created using these rules.

VALUE: The character receives a value, and this can be chosen freely.

TALENT: The character receives a single talent, which may be chosen freely.

Veteran Warrior

The character has decades of experience in the service of the Empire, and has served on many ships and space stations. The character's judgement and opinions are highly regarded by subordinates, peers, and even superiors.

VALUE: The character receives a value, which must reflect the character's years of experience and the beliefs they've formed over their long career.

TALENT: The character receives a single talent: **Veteran**, described below.

VETERAN (TALENT)

Requirements: Veteran Officer (during character creation, or at gamemaster's discretion)

The character is wise and experienced and draws upon inner reserves of willpower and determination in a more measured and considered way. Whenever the character spends a point of Determination, roll 1. If an effect is rolled, immediately regain that spent point of Determination. The character has a rank of at least Sergeant (for enlisted characters) or Lieutenant (for officers).

Example: *It's now time to look at the length of the character's career. There's no roll here, and Nathan chooses the Young Warrior option. From this, he gains the talent Untapped Potential, and chooses the value "Brute strength is not the most important asset in a fight".*

Character Age

A young Klingon reaches maturity swiftly, commonly reaching adolescence by the age of eight, and being fully-grown soon after. In many families, a young Klingon may still spend several years studying and training before they go out to make a name for themselves, but a Klingon of ten years is physically an adult and permitted to make their own decisions, including enlisting in the armed forces.

And, while they start young, and the lifespan of Klingon warriors is often cut short by death in battle – preferably an honorable one – those Klingons who do survive to old age can often live for well over a hundred and fifty years, and a small number of veterans of the intermittent conflicts between the Federation and Klingon Empire live to see the Federation become allies, and the early stages of the Dominion War. However, while these old warriors are often regarded as indestructible legends, Klingons generally regard the frailties of age as a weakness and tend to shun those they perceive as having succumbed to their advanced age.

A character can be of any age in ***Star Trek Adventures***, though this should normally be guided by the choice made in Step Five of the Lifepath. A Young Warrior is likely to be in their teens or early 20s: old enough to have completed training, but not old enough to have done much else. Most Experienced Officers working up the ranks will be in their late 20s, or their 30s or 40s. A Veteran Warrior should be in their 50s or 60s, or even older, remembering that a Klingon who survives retains their strength and vitality well into old age.

Step Six: Career Events

The character's career is a tapestry of events and experiences, but amongst this, a few will have been pivotal moments in the character's life. A character defines which moments of their life are important in retrospect, and what seemed definitive to a young bekk after their first few battles may be inconsequential to that same warrior 40 or more years later. This is defined as two identical steps – you roll or choose a Career Event from the following list, gain whatever benefits it provides, and then repeat the process, giving the character two definitive Career Events.

Each Career Event increases one attribute and one discipline by 1 each and gives the character one additional focus. Which attribute and which discipline are improved – and guidelines and suggestions for focuses – are listed in the entries for each Career Event. Each Career Event also includes a few questions to consider about how the event happened and how it affected the character.

Some Career Events also grant the character the option of a trait, to reflect some major lasting impact on the character's life. These are not compulsory.

You may wish to combine multiple Career Events into a single event in the character's backstory or have them as distinct moments in their history. Players may also wish to roll more than twice for Career Events; in this case, the character can mix and match the benefits each Career Event provides, so long as they do not gain more than two attribute increases, two discipline increases, and two focuses.

1. Ship Destroyed

The ship you were serving on was lost, destroyed during a mission, and you were one of the few who survived.

- What was the ship's mission? Was it something routine that went horribly wrong, or was it something perilous? What destroyed the ship?
- How many survivors were there? How long did it take before they were recovered?

ATTRIBUTE: The character's resolve and competence in a crisis increases their Daring by 1.
DISCIPLINE: The character's experiences of a perilous situation increases their Security by 1.
FOCUS: The character gains a focus, which should reflect the character's experiences. Examples include: *Extra Vehicular Operations, Small Craft,* or *Survival*.

2. Death of a Friend

During an important mission, one your friends was killed in action.

- Who was the friend? How did you know them?
- How did the friend die? Was it an honorable death? If not, who is responsible?

ATTRIBUTE: The character's experience with loss increases their Insight by 1.
DISCIPLINE: The character's understanding of grief and recovery increases their Medicine by 1.
FOCUS: The character gains a focus, which should reflect the character's experiences. Examples include: *Counselling*,

Career Events

D20 Roll	Career Event	Benefits
1	Ship Destroyed	Daring +1, Security +1, gain one relevant focus
2	Death of A Friend	Insight +1, Medicine +1, gain one relevant focus
3	Lauded by Another Culture	Presence +1, Science +1. gain one relevant focus, gain one relevant trait
4	Negotiate A Treaty	Control +1, Command +1, gain one relevant focus
5	Required to Take Command	Daring +1, Command +1, gain one relevant focus
6	Encounter with A Truly Alien Being	Reason +1, Science +1, gain one relevant focus
7	Serious Injury	Fitness +1, Medicine +1. gain one relevant focus, gain one relevant trait
8	Glorious Battle!	Fitness +1, Security +1, gain one relevant focus
9	Mentored	One attribute +1. Conn +1, gain one relevant focus, Special (see entry)
10	Transporter Accident	Control +1, Conn +1, gain one relevant focus
11	Dealing with A Plague	Insight +1, Medicine +1, gain one relevant focus
12	Dishonored Self for A Superior	Presence +1, Command +1, gain one relevant focus
13	Challenged a Superior	Reason +1, Conn +1, gain one relevant focus
14	New Battle Strategy	Daring +1, Security +1, gain one relevant focus
15	Employed Dishonorable Means to Triumph	Insight +1, Science +1, gain one relevant focus
16	Discovers an Artifact	Reason +1, Engineering +1, gain one relevant focus
17	Honor and Glory	Fitness +1, any one discipline +1, gain one relevant focus, Special (see entry)
18	Solved an Engineering Crisis	Control +1, Engineering +1, gain one relevant focus
19	Breakthrough or Invention	One attribute +1, Engineering +1, gain one relevant focus
20	Conquest	Presence +1, any one discipline +1, gain one relevant focus

but it may also represent a skill or pursuit the character takes up in their fallen friend's memory or to prevent the same thing happening in the future.

3. Lauded by another culture

You were involved in a mission or action that earned the official praise of a foreign nation, such as a world within the Federation; you're now considered to be a friend to that people.

- What culture was aided by this mission? What was the mission? Why was it particularly praiseworthy?
- Does the character have any friends or contacts in that culture who can be contacted for help?

ATTRIBUTE: The character's standing and renown increases their Presence by 1.
DISCIPLINE: The character's broader understanding of the universe and another culture increases their Science by 1.
FOCUS: The character gains a focus, which should reflect the character's experience with that culture. A focus of *X Culture*, replacing the X with the name of that culture, is a good example (e.g., *Pakled Culture*).
TRAIT: The character may gain a trait, which should reflect this event. A good example might be *Friend to the X*, replacing the X with the name of the culture. This reflects the character's renown amongst that culture, and the benefits and problems such status brings.

4. Negotiate a treaty

You were part of a delegation that helped negotiate a treaty, agreement, or alliance with a culture outside the Empire

- What culture was the treaty with? What was it for?
- Why was the culture not simply conquered by the Empire?

ATTRIBUTE: The character's familiarity with minutia and the careful work of diplomacy increases their Control by 1.
DISCIPLINE: The character's familiarity with diplomacy and negotiation increases their Command by 1.
FOCUS: The character gains a focus, which should reflect the character's experience with the negotiations. Examples include: *Diplomacy, Negotiation*, or *Galactic Politics*.

5. Required to take command

During a mission, a crisis left the mission's leader unable to lead. This required you to take command, something you may not have been prepared for.

- What was the mission? What went wrong? Were you forced to assassinate your leader to take command?
- Was the mission successful despite the loss of the leader?

ATTRIBUTE: The character's need to improvise during a crisis increases their Daring by 1.
DISCIPLINE: Being required to lead increases the character's Command by 1.
FOCUS: The character gains a focus, which should reflect the character's experiences during the crisis. Examples include: *Lead by Example, Inspiration,* or *Composure*.

6. Encounter with a truly alien being

You encountered a lifeform which is truly alien, something barely within the comprehension of humanoid life. It might have been some godlike entity, or a creature that swims through space, but whatever it was, it was not life as we know it.

- What kind of creature was it? What did the character learn from the experience?
- What happened to the creature afterwards? Did you kill it? If not, has it been seen again?

ATTRIBUTE: The character's encounter with the unknown increases their Reason by 1.
DISCIPLINE: The character comes away from the experience with a greater understanding of, and curiosity for, the universe, increasing Science by 1.
FOCUS: The character gains a focus, which should reflect the character's experiences during the crisis. Examples include: *Lead by Example, Inspiration,* or *Composure*.

7. Serious injury

You were seriously hurt and needed to spend a considerable amount of time recovering.

- What was happening when you were injured? Who was responsible? Why did you not die?
- What did the recovery entail? Do you need a prosthesis or cybernetic as a result?

ATTRIBUTE: The character's long, arduous recovery forced them to think about their health more, increasing their Fitness by 1.
DISCIPLINE: Being surrounded by doctors for a long time increased the character's Medicine by 1.
FOCUS: The character gains a focus, which should reflect the circumstances of the character's injury, something that helped them through recovery, or something they took up after recovering. Examples include: *Athletics, Art*, or *Philosophy*.
TRAIT: The character may gain a trait, which should reflect some lasting effect of the character's injury or the way they recovered. Examples include: *Prosthetic Implant*, or some form of disability.



8. Glorious Battle!

You fought in a major battle with a hostile force and spilled much blood.

- Who was the enemy in this battle? Why did the battle occur? Was it fought in space, on the ground, or both?
- What did you have to do to survive? Was the battle won or lost?

ATTRIBUTE: The character needed to be tough to survive in battle, increasing Fitness by 1.
DISCIPLINE: The invigorating experiences of battle have increased the character's Security by 1.
FOCUS: The character gains a focus, which should reflect skills they honed during the fighting. Examples include: *Hand Phasers, Hand-to-Hand Combat*, or *Shipboard Tactical Systems*.

9. Mentored

A highly-respected officer took notice of your career. For a time, you served as the officer's aide-de-camp or as third officer on their ship, gaining the benefit of the officer's experiences and lessons.

- Who was the officer? Does the officer remain a contact or even friend of the character?

ATTRIBUTE: The officer's lessons came in many forms; increase any one attribute by 1.
DISCIPLINE: Time spent as the officer's adjutant, and studying the structures and procedures of the military, increase the character's Conn by 1.
FOCUS: The character gains a focus, reflecting the event and its aftermath. Examples include: *Persuasion, Inspiration,* or *Investigation*.
SPECIAL: If your character was an Enlisted Warrior or Laborer, you gain a field commission and become an officer.

10. Transporter Accident

You suffered some manner of strange accident while using a transporter.

- What happened to you during the accident? Were there any lasting repercussions?
- How do you feel about transporters now?

ATTRIBUTE: The character is cautious and careful after their experiences, increasing Control by 1.
DISCIPLINE: The experience means the character takes shuttles more often now than the transporter, increasing Conn by 1.
FOCUS: The character gains a focus, which should reflect something they learned either because of the accident, or in the aftermath. Examples include: *Transporters & Replicators, Small Craft*, or *Quantum Mechanics*.



11. Dealing With a Plague

Your ship was assigned to provide aid a world dealing with an epidemic.

- What was the disease that was running rampant? What planet it was affecting?
- Did the character deal directly with the sick? How was the character involved?

ATTRIBUTE: Helping a people in distress during a massive crisis helped the character understand people, increasing Insight by 1.
DISCIPLINE: Dealing with a problem of this nature increases the character's Medicine by 1.
FOCUS: The character gains a focus, which should reflect how they helped during the crisis. Examples include: *Infectious Diseases, Emergency Medicine*, or *Triage*.

12. Dishonored Self For a Superior

You were placed in a situation where you had to choose between a superior officer and your own honor, and you chose to follow the superior. You dishonored yourself in the process.

- Who was the superior? What did they order you to do? How do you feel now?
- What were the repercussions of this? Are the details of this event on record? Were you right to do this?

ATTRIBUTE: The character learned a lot from the superior on how to command respect, increasing Presence by 1.
DISCIPLINE: Difficult decisions are part of being a leader; the character increases their Command by 1.
FOCUS: The character gains a focus, reflecting the event and its aftermath. Examples include: *Persuasion, Inspiration*, or *Investigation*.

13. Challenged a Superior

You were placed in a situation where you had to choose between a trusted superior and your own honor, and you chose to disobey their superior, challenging them to a duel for the affront.

- Who was the superior? What did they order you to do? How do you feel now?
- What were the repercussions of this? Did you slay your superior? If not, how did you survive?

ATTRIBUTE: The character learned to evaluate situations on their own merit, rather than blindly trusting others, increasing Reason by 1.
DISCIPLINE: The legal proceedings that followed gave the character a greater insight into KDF protocol, increasing Conn by 1.
FOCUS: The character gains a focus, reflecting the event and its aftermath. Examples include: *Law and Justice, Hand-to-Hand Combat*, or *Blades*.

14. New Battle Strategy

In combat with a hostile force, you devised a new strategy or tactic.

- Who was the battle against? Was it in space or on the ground?
- What strategy did you devise?

ATTRIBUTE: The character's creativity under pressure shows boldness and ingenuity, increasing Daring by 1.
DISCIPLINE: The character's combat experience increases their Security by 1.
FOCUS: The character gains a focus, reflecting their decisive battlefield leadership. Examples include: *Combat Tactics, Hazard Awareness,* or *Lead by Example*.

15. Employed Dishonorable Means to Triumph

Desperate to achieve victory and gain glory at any cost, you resorted to shameful methods.

- Who did you defeat? What method did you employ to defeat them?
- Have you managed to keep your shameful tactics secret? If not, what consequences did you face? Would you do it again?

ATTRIBUTE: The character employed cunning and guile to secure victory, increasing Insight by 1.
DISCIPLINE: The character's deceptive, underhanded methods come with esoteric knowledge, increasing Science by 1.
FOCUS: The character gains a focus, reflecting what the character learned from the event. Examples include: *Toxicology, Stealth,* or *Deception*.

16. Discovers an Artifact

During a survey mission, the character discovered a device or fragment of technology from a now-extinct civilization.

- What did this piece of technology do? Does it still function now?
- What is known about the civilization that made it?

ATTRIBUTE: The character's studied the technology intently, seeking to uncover its secrets, increasing Reason by 1.
DISCIPLINE: The character's is more able to understand unfamiliar technology, increasing Engineering by 1.
FOCUS: The character gains a focus, reflecting the event and its aftermath. Examples include: *Ancient Technology, Reverse Engineering, Computers.*

17. Honor and Glory

You have been commended by your superiors, and even by those higher up in the Empire, or the House you fight for, for your deeds during a crisis.

- What was the crisis? Why was the mission in danger?
- What were the repercussions of this? Are the details of this event on record?

ATTRIBUTE: The character's physical conditioning was vital, increasing Fitness by 1.
DISCIPLINE: The character's commendation opened up many avenues of advancement; increase any one discipline by 1.
FOCUS: The character gains a focus, reflecting the event and its aftermath. Examples include: *Athletics, Survival,* or *Emergency Medicine.*
SPECIAL: If your character was an Enlisted Warrior or Laborer, you gain a field commission and become an officer.

18. Solved an Engineering Crisis

You were instrumental in ending a crisis caused by malfunctioning technology and achieved a great victory in the process.

- What technology had malfunctioned, and why was it dangerous?
- How did you solve the problem? What victory did you achieve because of this?

ATTRIBUTE: The character's precision when dealing with complex technology increases their Control by 1.
DISCIPLINE: The character's familiarity with technology increases their Engineering by 1.
FOCUS: The character gains a focus, reflecting the technology involved in the event. Examples include: *Electro-Plasma Power Systems, Cloaking Devices,* or *Warp Engines.*

19. Breakthrough or Invention

You made an important technological discovery, devised a new way of using a particular technology, or invented some new technology that will be invaluable in the future.

- What was the discovery, breakthrough, or invention? How will it be useful?

ATTRIBUTE: An achievement of this nature often comes from an unexpected direction; increase any one attribute by 1.
DISCIPLINE: This kind of technological achievement does not go unrecognized; increase Engineering by 1.
FOCUS: The character gains a focus, reflecting the character's achievement. Examples include: *Experimental Technology, Invention*, or *Improvisation.*

20. Conquest

You were chosen to be involved in conquering another world to bring it under the rule of the Klingon Empire.

- What culture did you help conquer? Did the conquest go well?

ATTRIBUTE: The prestige and honor of being involved in a conquest mission is significant; increase the character's Presence by 1.
DISCIPLINE: There are many ways a character can be involved in a conquest; increase any one discipline by 1.
FOCUS: The character gains a focus, reflecting the nature of the mission. Examples include: *Strategy, Tactics,* or *Infiltration.*

Example: *With the character mostly complete, it's now time to roll for a couple of Career Events. Nathan rolls a 7 ("Serious Injury") and a 15 ("Employed Dishonorable Methods to Triumph"). He isn't sure about the 7, so he re-rolls that one, getting a 12 ("Dishonored Self for A Superior"). Those could easily refer to the same event, as the character is relatively young.*

"Dishonored Self for A Superior" increases Presence to 9, and Command to 3, representing lessons learned from an ambitious and less-than-scrupulous commander, and he takes the Deception focus to go with that. Meanwhile, "Employed Dishonorable Methods to Triumph" increases Insight to 9, and increases his Science to 2, and gives him a focus in Stealth.

Step Seven: Finishing Touches

At this stage, the character is almost complete, and needs only a few final elements and adjustments. This serves as a last chance to customize your character before play and cannot be done randomly.

VALUE: The character receives one final value. This might reflect the Career Events rolled in Step Six, or it may represent some other element of the character. It may be a relationship, connecting the character to another character in the crew, or to another organization or culture in some way.

ATTRIBUTES: A character may not have any attributes above 12 and may not have more than one attribute at 12 (if the character has the Untapped Potential talent, from Step Five, they may not have any attributes above 11 instead). For any attribute which has a rating above and beyond those limits, reduce it until it is within the limit. For each point reduced on an attribute, increase another attribute by 1, though the limits noted above must still be obeyed.

Once this has been done, the character may then increase two attributes by 1 each; again, the normal limits apply.

DISCIPLINES: A character may not have any disciplines above 5 and may not have more than one discipline at 5 (if the character has the Untapped Potential talent, from Step Five, they may not have any attributes above 4 instead). For any discipline which has a rating above and beyond those limits, reduce it until it is within the limit. For each point reduced on a discipline, increase another discipline by 1, though the limits noted above must still be obeyed.

Once this has been done, the character may then increase two disciplines by 1 each; again, the normal limits apply.

TALENTS: The character gains a single talent.

FINAL DETAILS: Finally, there are a few other things that need to be determined:

- **Stress:** A character has Maximum Stress equal to their Fitness attribute, plus their Security discipline.
- **Damage Bonus:** On all attacks, a character gains bonus equal to their Security discipline.
- **Name:** Choose the character's name, if this hasn't been done already.
- **Department:** The character's Department will normally be the same as their highest discipline (in the case of a tie, the player chooses).
- **Rank and Role:** This should be done with the rest of the group. Ranks and roles are described in more detail on page 115.
- **Equipment:** The character receives a communicator, a uniform, and additional equipment described later.

Once these final details have been resolved, the character is complete!

Personal Details

The final step of the Lifepath is about turning the choices and numbers of the Lifepath into a person, whose story can be explored as the game progresses.

NAME

Every character needs a name. This can be anything, though it's probably best to avoid anything that would break the mood of the game. A character's name reflects their culture – different species and cultures have different conventions for how they give names, and many cultures ascribe traditional meanings to names, or require that a name take a certain form.

Klingons have only a single name, but formal Klingon forms of address reference the individual's ancestry for specificity, so when first introduced, a Klingon will state their name, and that they are the son, daughter, or child of one of their parents. If the Klingon's parents are unknown – though this is rare – they may refer to themselves as the son/daughter/child of whomever raised them (as adoptive families in Klingon culture are commonplace), or as the son/daughter/child of "none" (though the latter tends only to be used by those who are shamed or outcast).

Klingons will also belong to a House: this is their clan, or extended family, and even the lowliest of Houses is an institution of great importance to its members, because it represents their history, traditions, and close bonds of loyalty and honor. A Klingon House is normally named after one of its early or significant forebears (commonly, but not always, a family patriarch). Klingons are often given the names of important forebears, and so significant names will reappear every few generations: there have been many in the House of Duras who have been called Duras themselves, and Worf is a name used by several generations of the now-defunct House of Mogh. More detail on Klingon Houses can be found in *Chapter 2.50: The Klingon Houses.*

In the most formal circumstances, a Klingon will be referred to by their personal name, the name of their parent, and then the name of their House: for example, Worf, son of Mogh, of the House of Martok. In less-formal situations, the House name will be omitted, and during normal conversation, a Klingon will only be referred to by their personal name.

The example names listed below are presented in two forms: a form transliterated into English (normally used when speaking languages other than Klingon), and then the more accurate **tlhIngan Hol** version in parentheses.

Common Feminine Klingon names: Azetbur (**'a'Setbur**), B'Elanna (**beylana**), B'Etor (**be'etor**), Bu'kah (**bu'qaH**), Ch'Rega (**chl'regha'**), Doran (**Do'ran**), Gi'ral (**ghIral**), Grilka (**ghIrIlqa'**), Huss (**HuS**), K'Ehleyr (**qeylar**), Krelik (**Qeyliq**), Kurak (**quraq**), L'Naan (**ll'nan**), Lukara (**luqara'**), Lursa (**lurSa'**), Mara (**mara**), Miral (**mIral**), Sirella (**Sir'el'a**), Tavana (**ta'vanaH**), Valkris (**valQIS**)

Common Masculine Klingon names: A'trom (**'atrom**), Barot (**barot**), Chang (**cheng**), Gorkon (**ghorqan**), Huraga (**Hur'agha**), Maltz (**matlh**), M'Lind (**ml'lln**), Mogh (**mogh**), Pok (**paq**), Kargan (**qarghan**), Kang (**qeng**), Kerla (**qerla'**), K'mpec (**ql'empeq**), Koloth (**qolotlh**), Kor (**qor**), Korax (**qoreQ**), Ko'lek (**qo'leq**), Krell (**Qel**), T'vis (**tl'vlS**), Toral (**toral**), Torg (**torgh**), Klaa (**tlha'a**), Klavek (**tlha'veq**)

PERSONALITY

Once you and the other players all have an idea of what your characters are like, and have thought about what experiences and career choices have shaped their life to date, consider what sort of personality the character has. Are they grumpy, by-the-book? Eager for battle and glory? Wise? Thoughtful? Tired of routine or easily bored? Calm? Even choosing a few adjectives like this can help in figuring out the personality of a character. If doesn't mean they're always



like this: if characters are three-dimensional, complex beings, it makes the game more interesting. Characters can – and should – evolve over time, but it's good to have an idea of how the character will behave from the start.

A character's values are a good basis for a character's personality, and vice-versa. If you've had difficulty devising any of your character's value, this is a good opportunity to consider them.

APPEARANCE

What does your character look like? Obviously, there are features and tendencies common to all Klingons – they're commonly tall, solidly built, with a ridged forehead and sharp teeth – but even that allows for a lot of variation, and other distinguishing features can give you something to picture when you think of or describe your character. Are they distinctive, or average-looking? Do they have any odd habits or behavioral quirks? These kinds of descriptions can be a valuable way to make a character unique and distinctly yours.

Given *Star Trek*'s history on television and in movies, it's often useful to think of an actor who you could imagine portraying that character. This can help both with the character's appearance, and with other details like voice and mannerisms, all of which are valuable sources of inspiration. A great variety of performers have portrayed Klingons over the decades, so there should be little or no limits on the kinds of people you can envisage in the role of your Klingon.

RELATIONSHIPS

While your character's values may define some of their relationships, life aboard a starship or in a military unit places many people in a confined space for long periods of time, and Klingons tend to live in even closer conditions than Starfleet crews. Consider the character's family relationships: where are the rest of their family? Do they have a sibling, cousin, or a spouse or partner aboard the ship? Is the character in contact with the rest of their family regularly, or are they estranged for some reason?

What about the people closer at hand: the rest of the crew? How do the main characters get along with one another? How does the character regard the rest of the crew, and how are they regarded in turn? Is your character close friends with anyone else on board, relaxing with them when off-duty? Does the character have any enemies or rivals amongst the crew? Klingon crews tend to be less harmonious and less inclined to peaceful resolution of personal problems than Starfleet crews, so a rival or enemy aboard could result in violence aboard the ship.

These details can make the interaction between the characters more interesting and add more depth to the whole group.

Like a character's personality, a character's relationships can – and should – evolve over time, and some relationships may become so strong (whether friendly or adversarial) that they can become values for the character. The *R'uustai* talent even grants a character an extra value specifically to represent an especially close bond between two characters.

RANK AND ROLE

A character's place within the crew of their ship is an important consideration, but it's one that should be left to the end of the character creation process if this method is used.

Role will have the greatest impact upon the character in play than their rank will, so this should be determined first. Main characters will normally be the senior officers of the ship, the group of personnel who make the important decisions about the ship and its mission, and who aid the commanding officer as department heads, subject matter experts, and trusted advisors.

Main characters may fill any of the following roles aboard their ship. Not every ship will have every role, and not every role must be filled by a main character. The senior staff are chosen at the discretion of the commanding officer, so if there are roles not represented in the group, that isn't a problem. Some roles may only be taken by officers, which will be denoted by the role containing the word 'officer'.

Each role comes with a distinct benefit in-game, as well as defining what the character's job is aboard ship. These in-game benefits are marked in *italics* in the entries below.

- **Commanding Officer (ra'wl):** Normally holding the rank of captain or commander, the commanding officer makes all important decisions concerning the ship and the mission, and should expect total obedience from the crew, in exchange for the responsibility to lead them to glorious victories and bring honor to ship and crew alike. The commanding officer may promote officers and may elevate enlisted personnel and even laborers to officer status, though unjustified promotions and signs of favoritism are likely to result in a challenge.

  The commanding officer may spend a point of Determination to grant any other character they can communicate with one point of Determination; this does not have to be linked to a value.

- **First Officer (yaS wa'DIch):** The ship's second-in-command, the first officer "serves the captain, but stands for the crew". In practice, this mean that the first officer represents the crew's needs and wishes to the commanding officer, but also to ensure that the crew is functioning properly. They will assume command if the commanding officer is incapacitated and may challenge the commanding officer if they see signs of weakness or dishonor.

Challenge

It's a well-known and widely misunderstood fact of the Klingon military that advancement can be attained through assassination. In truth, Klingon vessels are significantly more disciplined than this would imply, as these advancements occur in ritual challenges to single combat, and there are specific circumstances in which a challenge may be issued.

A warrior may only challenge their immediate superior. Laborers may not challenge anyone, as they are considered civilians and beneath the military hierarchy.

A challenge may only be issued in circumstances where the superior is perceived to be derelict in their responsibilities, through cowardice or grave dishonor.

If a challenge is issued, it must be met. Failing to accept a challenge is possible in theory, but to do so is seen to be cowardly and dishonorable. A vessel's commanding officer and first officer both have the right to dismiss a challenge if they feel it was issued without cause, unless they are the one being challenged. Furthermore, issuing a challenge without cause is considered shameful in its own right.

Assuming the challenge goes ahead, then the warriors will take up blades and commence the duel. All Klingons bear a *d'k tahg* dagger which is suitable for such a duel, but they may use larger blades – a *mek'leth* or *bat'leth*, typically – if available, and both combatants should have the option to wield the same type of blade. The combatants will fight until one is incapacitated, and it is considered standard form for the victor to execute the loser (though there are exceptions to this, at the victor's discretion; to be spared is considered a dishonor, however).

If the victor was the one who issued the challenge, then they take on their defeated superior's duties and responsibilities, and they are often elevated in rank to that of their foe as well (at the commanding officer's discretion; in the case of a challenge to become commanding officer, a promotion in rank can only come from Klingon High Command).

When another character in communication with the first officer spends a point of Determination, the first officer may spend 3 Momentum (Immediate) to let that character regain the spent point of Determination.

- **Second Officer/Third Officer (yaS cha'DIch/yaS wejDIch):** The second and third officers are the next in line to command after the first officer, though they typically have other roles aboard ship as well, and have less direct interaction with the commanding officer, often performing their duties on other shifts. The third officer in particular is likely to be a young officer with little field experience, learning how a starship is run.

  The second officer becomes first officer if the previous first officer is incapacitated or successfully challenges the

previous commanding officer. Similarly, the third officer becomes second officer if that position is vacated. Aside from this, characters of these roles should select another role to perform.

- **Helm Officer (Deghwl'):** The helm officer is responsible for laying a course and controlling the ship's speed. For travel at warp, this is mostly automated with the helm officer overseeing and correcting for unexpected activity. A skilled helm officer is respected for their ability to manually control their ship, both in space and (in smaller ships) in atmosphere and will have learned a wide range of tactical maneuvers and be able to perform them instantly when commanded.

  When the helm officer succeeds at a Conn task to control a starship, they generate one point of bonus Momentum to be used on that task. Bonus Momentum may not be saved.

- **Weapons Officer (nuHpIn):** The weapons officer has direct control of the ship's weaponry, and is responsible for their maintenance and upkeep. Since this can vary from vessel to vessel, it is vital that a ship's weapons officer be completely familiar with the arsenal they oversee. The weapons officer also has the duty of becoming familiar with enemy vessels, learning their strengths, weaknesses, and capabilities to advise the commanding officer during battle.

  When the weapons officer succeeds at an attack with the ship's weapons, they may re-roll a number of on the damage roll equal to the weapons officer's Security score.

- **Science Officer (QeDpIn):** The science officer is responsible for interpreting all sensor data the ship collects, as well as advising the commanding officer about any scientific phenomena encountered which could affect the ship or its mission. The science officer also assesses planetary conditions for landing parties and makes recommendations as to the best landing site. In combat, they gather data on enemy vessels and pass this to other officers to devise effective tactics.

  When the science officer succeeds at a task assisted by the ship's Computers or Sensors, or using a tricorder, the character generates one bonus Momentum, which may only be used on the Obtain Information Momentum spend.

- **Engineering Officer (jonpIn):** Overseeing the engineers who operate in the engine room, the engineering officer serves on the bridge and is responsible for monitoring and reporting on the condition of the ship, coordinating damage control, distributing power to different systems, and operating non-weapon systems such as the cloaking device and shields.

  When the engineering officer succeeds at an Engineering task to perform repairs or re-route power, they generate one point of bonus Momentum to be used on that task. Bonus Momentum may not be saved.

- **Surgeon (Haqwl'):** Every Klingon vessel includes a physician of some kind, and though they are not customarily officers, they are nevertheless well-respected: every warrior aboard a vessel will owe life or limb to the surgeon's care. Even outside of battle, the surgeon is kept busy tending to injuries sustained in training, brawling, or other common activities. Klingon medicine is primarily focused on getting the patient back into action as quickly as possible, commonly using stimulants and pain suppressants and quickly mending broken bones and flesh wounds to send injured crew back to their posts in minutes. Only the most severe injuries may require lengthy care, and a Klingon surgeon may perform triage with a ruthlessness that would shock a Federation doctor.

  When a surgeon succeeds at a Medicine task to stabilize an injured character, they need only spend 1 Momentum rather than 2 to get the patient back on their feet and able to act again.

- **Ship's Cook (vutwl'):** Every Klingon ship has a cook – larger ships may have several, in which case this role applies to the head cook – who is responsible for ensuring that the crew is well-fed. The whole crew customarily eats together, and most Klingons are disdainful of replicated food. The ship's cook is thus of vital importance, as good meals ensure the crew remains in good spirits and ready for battle. Their role also includes raising and butchering animals kept aboard, such as targs.

  Once per adventure, before a new scene begins, the ship's cook may declare a short scene of the crew eating a meal together. At the end of this scene, instead of reducing the group's Momentum pool by 1, roll 1, and add the total rolled to the group's Momentum pool. If the commanding officer allows, the meal may include bloodwine; in this case, roll 3 instead of 1, but add 1 to Threat for each effect rolled, as the crew gets a little too drunk.

Once the characters' roles have been chosen, you should determine your character's rank. A character may be of any rank, though there are a few restrictions in specific circumstances. The choice made in Step Five may limit which ranks you may choose for your character.

The line officer ranks of the Klingon Defense Force are below. Flag officer ranks are above this, but they are not covered in this book. Rules for Admiralty-level play, commanding squadrons and fleets of ships, can be found in the ***Command Division Sourcebook***.

- **Captain (HoD):** Only the commanding officer may select this rank, and no more than one character may select it.
- **Commander (la'):** This is the lowest rank the commanding officer may have.
- **Lieutenant (Sogh):** This is the highest rank permitted by an officer with the Untapped Potential talent, and the lowest rank permitted by officers with the Veteran talent.
- **Ensign (lagh):** This is the lowest rank available to any officer, and those who receive a battlefield commission will start at this rank.

Enlisted personnel use a different set of ranks, presented below. Laborers do not have any rank and are considered lower ranking than even a bekk fresh out of training.

- **Sergeant (bu'):** The highest enlisted rank available to any character, and the only enlisted rank available to characters with the Veteran talent.
- **Corporal (Da')**
- **Bekk (beq):** The lowest rank available to enlisted personnel, and the only enlisted rank available to characters with the Untapped Potential talent.

Klingons do not purely measure status by rank, however. A character's House, their ship, and their personal honor and achievements all reflect upon them, creating a complex, fluid hierarchy which outsiders do not typically understand. Matters of honor and standing are discussed later on in this chapter.

Example: Morek, Son of Barot

Finally, Nathan puts the finishing touches on his character. First, a final value: "There is Nothing more Honorable than Victory", reflecting how the character views the methods he's used to get to where he is. Next, Nathan adjusts the characters' attributes. As none of them are above 11 (a lower limit because of Untapped Potential), he doesn't need to reduce any of them, so he moves on to increase two attributes by 1 each. He increases Control to 9 and Presence to 10.

Next, he makes similar adjustments to his disciplines. None of them are above 4, so no adjustments are needed. He chooses to increase Conn to 4, and Engineering to 3.

Next, the last few details. The character's maximum Stress is 11 – equal to his Fitness of 8, plus his Security of 3 – and he adds 3 to the damage of all attacks he makes.

The character's name needs to be decided. Nathan looks over a few examples, and comes up with something similar: Morek, son of Barot. He also decides that Morek has no specific House worth mentioning (as his parents carry the shame of having been captured), and that he's young for an officer, not even 20 years old. Nathan puts some thought into his appearance and personality as well.

Then, with the rest of his group, Nathan looks over the senior staff roles. His high Conn makes him a solid candidate for helm officer, and as the young officer aboard the ship, he'd make a decent third officer as well: learning the ropes under a more senior command crew. He's had a few early successes, though somewhat unscrupulously, so he's attained the rank of Lieutenant.

Lastly, he notes down starting equipment: uniform, a communicator, a tricorder, a d'k tahg, and a disruptor pistol. With that done, Lieutenant Morek is ready for duty…and carefully watching the second officer for signs of weakness.

Equipment

While life aboard a Klingon ship is austere at best, warriors are equipped with the tools they need to do their jobs.

Firstly, all characters receive their uniforms. A Klingon uniform is commonly armored, providing a limited amount of protection in battle (Resistance 1), and may incorporate a sash or baldric which signifies the wearer's House as well as other symbols of status.

Characters also receive a personal subspace communicator as standard – simply referred to as a communicator. This may take different forms depending on the era; hand-held communicators are commonplace in the 22nd and 23rd centuries, while the 24th century saw the introduction of communicator badges, or combadges, worn on the uniform.

In addition, all characters have access to tricorders. They aren't carried all the time, but tricorders can be found in storage bays across a warship, and are standard issue for landing parties, so if a character needs a tricorder, it isn't difficult to obtain one.

Beyond that, characters may have common tools on hand for their day-to-day duties. Any engineer may carry an engineer's toolkit, while a surgeon or other medic may carry a medkit.

Finally, characters receive a sidearm for personal defense. All warriors and officers carry a *d'k tahg* dagger while aboard ship and are issued with a disruptor pistol for boarding actions and landing parties.

Other equipment is either obtained as required by the mission, or forms a character's Personal Effects, which are described separately on page 119.

CHAPTER 04.30

REPORTING FOR BATTLE

TALENTS

"BRUTE STRENGTH IS NOT THE MOST IMPORTANT ASSET IN A FIGHT."

– KLINGON APHORISM

OVERVIEW

A character is more than the sum of its parts, and a character's attributes, disciplines, and focuses alone do not give a full picture of what they are truly capable of. The Klingon Defense Force only accepts the best, and only the best of the best rise to the challenges of command. These characters have a particular way of interacting with the Galaxy that let them overcome impossible odds and triumph when others might falter. **Talents** set these exceptional individuals apart.

Mechanically, a talent gives you a game advantage in specific circumstances. Every main character begins play with four talents, many of which are directly related to one of the six disciplines, enhancing how the character employs their training and expertise.

Some talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected, such as belonging to a specific species, or having a discipline at a specific rating or above.

Beyond that, each talent has a condition and a benefit. The condition is the circumstances under which the talent can be used, and the benefit is what the character gains from meeting that condition. Some of these conditions are mechanical in nature – using a specific game option, like buying bonus d20s, or succeeding at a specific kind of task – while others may be more narrative.

A number of the talents in this section can only be taken by Klingon characters. As a result, they cannot be used by characters from any species other than Klingon, unless a player and gamemaster want to adapt it to work with a different species or a completely unique creation.

STANDARD TALENTS

Most of the talents listed here are available to all characters, regardless of species. Unless otherwise noted, each talent may only be selected once. Players are free to rename the talents they select to suit their own tastes and the backgrounds of their characters; this will not affect the rules for that talent in any way. Some of the talents in this section are identical to talents found in the Starfleet-oriented ***Star Trek Adventures*** core rulebook, but have been re-named to be more Klingon in feel.

BOLD

Requirements: **None**

You must choose a single discipline when you select this talent. Whenever you attempt a task with that discipline, and you buy one or more d20s by adding to Threat, you may re-roll a single d20. You may select this talent multiple times, once for each discipline. You may not select this talent for any discipline for which you already have the Cautious talent.

CAUTIOUS

Requirements: **None**

You must choose a single discipline when you select this talent. Whenever you attempt a task with that discipline, and you buy one or more d20s by spending Momentum, you may re-roll a single d20. You may select this talent multiple times, once for each discipline. You may not select this talent for any discipline for which you already have the Bold talent.

COLLABORATION

Requirements: **None**

You must choose a single discipline when you select this talent. Whenever an ally attempts a task using that discipline, you may spend 1 Momentum (Immediate) to allow them to use your score for that discipline, and one of your focuses.

CONSTANTLY WATCHING

Requirements: **None**

When you attempt a task to detect danger or hidden enemies, reduce the Difficulty by 1.

DAUNTLESS

Requirements: **None**

Whenever you attempt a task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.



PERSONAL EFFECTS
Requirements: **Main Character**
The character possesses some significant and uncommon item or device which is not part of the Klingon Defense Force's standard issue, but which is nevertheless useful for missions. See *Chapter 5.10: Technology* for more details on obtaining equipment. A character may select this talent multiple times.

STUDIOUS
Requirements: **None**
Whenever you spend 1 or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

TECHNICAL EXPERTISE
Requirements: **None**
Whenever you attempt a task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

TOUGH
Requirements: **None**
Whenever you Avoid an Injury, the cost is reduced by 1, to a minimum of 1.

KLINGON SPECIES TALENTS

The following talents are available to all Klingon characters. The *Brak'lul* talent is mandatory for all Klingon characters other than those with the *QuchHa'* trait.

BRAK'LUL
Requirements: **Klingon**
Various physiological redundancies mean that wounds which would kill other humanoid species don't affect you as severely. You gain 2 Resistance against all non-lethal attacks. In addition, whenever you are the target of a First Aid task, you reduce the Difficulty of that task by 1, to a minimum of 1.

KILLER'S INSTINCT
Requirements: **Klingon, or gamemaster's permission**
You have shed blood, and will not hesitate to do so again. So familiar are you with the intent to kill that you can even see it in others when you look them in the eyes. When you choose to make a lethal attack, you do not add to Threat for doing so. In addition, whenever an enemy you can see attempts to make a lethal attack against you, you may add 1 to Threat to increase the Difficulty of their attack by 1, as you react to their intent.

R'UUSTAI
Requirements: **Klingon, or gamemaster's permission**
You have lit the candles, spoken words to honor your parents, and given your House's sash to another, joining in

fellowship with another person, becoming members of the same House (either yours, or that of the other person). You gain one additional value, which must reflect your relationship with your ritual sibling. In addition, whenever you assist your ritual sibling, or are assisted by them, the character assisting may re-roll their die.

TO BATTLE!

Requirements: **Klingon, or gamemaster's permission**
Whenever you buy additional dice for a melee attack using Threat, for each Threat you added to the gamemaster's pool you gain 1 bonus Momentum, which may only be spent on Bonus Damage, increasing the damage of the attack by 1 per Momentum spent. Bonus Momentum may not be saved.

WARRIOR'S SPIRIT

Requirements: **Klingon, or gamemaster's permission**
You are an exemplar of what it means to be a Klingon warrior, and you will not hesitate to demonstrate your prowess to any who challenge you. When you make a melee attack, or are targeted by a melee attack, and you buy one or more d20s by adding to Threat, you may re-roll the dice pool for the task. Further, you own either a mek'leth or a bat'leth, at your discretion, and do not have to pay an Opportunity Cost to acquire it.

Command Talents

ADVISOR

Requirements: **Command 2+**
Whenever you assist another character using your Command discipline, the character being assisted may re-roll one d20.

CALL OUT TARGETS

Requirements: **Command 3+, Security 3+**
When you assist a character making an attack (using the Assist task, the Direct task, or some other means), the assisted character generates 2 bonus Momentum if their attack succeeds. Bonus Momentum cannot be saved.

FOLLOW MY LEAD

Requirements: **Command 3+**
Once per scene, when you succeed at a task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next task that ally attempts counts as having assistance from you, using your **Presence + Command**.

WAR LEADER

Requirements: **Main Character**
Your ship's Crew Support increases by 1. This increase is cumulative if multiple main characters in the group select it, but each main character may only select this talent once.

This talent is called Supervisor *in the original core rulebook.*

Conn Talents

FLY-BY

Requirements: **Conn 2+**
Whenever you use the Swift Task Momentum spend, you do not increase the Difficulty of the second task if one of the tasks you attempt is to pilot a vessel or vehicle.

PRECISE EVASION

Requirements: **Conn 4+**
Whenever you succeed at an Evasive Action task, the ship does not suffer the increased Difficulty for attacks normally caused by Evasive Action.

PUSH THE LIMITS

Requirements: **Conn 4+**
When you attempt a Conn task that has increased in Difficulty due to environmental conditions or damage to the engines, reduce the Difficulty by 1, to a minimum of 1.

STARSHIP EXPERT

Requirements: **Conn 3+**
Whenever you succeed at a Conn task to identify a type of starship, or to try and understand an unknown form of starship, you gain one bonus Momentum, which may only be used on the Obtain Information Momentum spend, or to pay part of the cost of the Create Advantage Momentum spend (where the advantage must represent some form of known or observed weakness in the ship being studied).

Medicine Talents

DOCTOR'S ORDERS

Requirements: **Medicine 4+**
When you attempt a task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine discipline instead of Command.

FIELD MEDICINE

Requirements: **None**
When attempting a Medicine task, you may ignore any increase in Difficulty for working without the proper tools or equipment.

FIRST RESPONSE

Requirements: **Medicine 3+**
When you attempt the treatment task during combat, you gain a bonus d20. Further, you may always Succeed at Cost, with each complication you suffer adding 1 to the Difficulty of healing the patient's injury subsequently.

QUICK STUDY

Requirements: **Medicine 3+**
When attempting a task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.

TRIAGE
Requirements: **Medicine 3+**
When you attempt a task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend 1 Momentum (Repeatable) to diagnose one additional patient.

Engineering Talents

MORE POWER!
Requirements: **Engineering 3+**
Whenever you succeed at an Engineering task aboard your own ship, you may spend 1 Momentum to regain one spent Power.

This talent is called A Little More Power *in the original core rulebook.*

I KNOW MY SHIP
Requirements: **Engineering 4+**
Whenever you attempt a task to determine the source of a technical problem with your ship, add one bonus d20.

IN THE NICK OF TIME
Requirements: **Engineering 3+ or Science 3+**
Whenever you succeed at an Engineering or Science task as part of an extended task, you score 1 additional work for every effect rolled.

INTENSE SCRUTINY
Requirements: **Engineering 3+ or Science 3+**
Whenever you succeed at a task using Reason or Control as part of an extended task, you may ignore up to 2 Resistance for every effect rolled.

JURY-RIG
Requirements: **Engineering 4+**
Whenever you attempt an Engineering task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged increases by 1.

Science Talents

COMPUTER EXPERTISE
Requirements: **Science 2+**
Whenever you attempt a task that involves the programming or study of a computer system, you may add a bonus d20 to your pool.

IN THE NICK OF TIME
Requirements: **Engineering 3+ or Science 3+**
Whenever you succeed at an Engineering or Science task as part of an extended task, you score 1 additional work for every effect rolled.

INTENSE SCRUTINY
Requirements: **Engineering 3+ or Science 3+**
Whenever you succeed at a task using Reason or Control as part of an extended task, you may ignore up to 2 Resistance for every effect rolled.

TESTING A THEORY
Requirements: **Science 2+**
When you attempt a task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous task covering the same scientific or technological field earlier in the same adventure.

Security Talents

CLOSE PROTECTION
Requirements: **Security 4+**
When you make a successful attack, you may spend one Momentum to protect a single ally within close range. The next attack against that ally before the start of your next turn increases in Difficulty by 1.

INTERROGATION
Requirements: **Security 3+**
When you succeed at a task to coerce someone to reveal information in a social conflict, you gain 1 bonus Momentum, which may only be spent on the Obtain Information Momentum spend.

WARRIOR'S STRIKE
Requirements: **Security 4+**
Your unarmed strike attack has the Vicious 1 effect.

This talent is called Mean Right Hook *in the original core rulebook.*

PACK TACTICS
Requirements: **Security 4+**
Whenever you assist another character during combat, the character you assisted gains 1 bonus Momentum if they succeed.

QUICK TO ACTION
Requirements: **Security 3+**
During the first round of any combat, you and your allies may ignore the normal cost to Retain the Initiative.

CHAPTER 04.40

REPORTING FOR BATTLE

CREATION IN PLAY

"THERE ARE NO OLD WARRIORS."

– KLAG

OVERVIEW

The other method of creating a main character is somewhat simpler, but it does require that you have a greater understanding of what you want your character to be and do before play begins.

This method allows you to partially create your character, while leaving many of the details undefined, so that they can be determined during play itself, revealing the character through action in the same way that a character's capabilities might be introduced to an audience watching a television show or movie.

Creating the partial character should be a relatively swift process, but one that requires you to know what you want the character to do. For this reason, some elements that are left until last in Lifepath creation are determined up-front with Creation in Play.

WHICH METHOD?

When starting a campaign, it is recommended that all players create their characters with the same method, either the Lifepath method detailed on pages 96-117, or the Creation in Play method described here, rather than using a mix of methods.

The Lifepath method tends to produce characters with broader, more rounded capabilities, with their focuses and talents selected from different steps in the process. Creation in Play tends to produce characters whose abilities fit the scenario they first encountered. These two differing approaches can produce a bit of discord if some characters are created through the Lifepath and some are created in play, with some characters being more specialized than others.

After a few adventures, characters will have had a few opportunities to adjust, and these sorts of differences disappear. Still, using a mixture of Lifepath and Creation in Play can produce a few unexpected challenges, so we recommend only using one method or the other unless the gamemaster is experienced enough to handle those challenges.

Later in a campaign, either method is fine for introducing new characters if you have a new player join the group or a player's main character dies.

CHARACTER CREATION STEPS

This method uses the following steps:

1. Choose the character's role.
2. Assign the character's attributes.
3. Choose the character's species.
4. Assign the character's disciplines.
5. Choose a single value.
6. Begin play!

CHOOSE THE CHARACTER'S ROLE

First and foremost, you should determine the role the character will fill within the group and aboard the ship. This is the same as choosing the character's role at the end of Lifepath Creation (page 96), only the rest of the character's details have not yet been determined. Instead, the character will be created to fill that role, rather than choosing a role once the character has been completed. You should also determine whether or not the character is an officer, and you should also note the equipment the character will start with.

ASSIGN THE CHARACTER'S ATTRIBUTES

Next, assign the following ratings to your character's attributes, in any order:

10, 10, 9, 9, 8, 7

CHOOSE THE CHARACTER'S SPECIES

Next, you should select the species you wish the character to be. This will normally be Klingon, but you may instead select Klingon (*QuchHa'*) if you're playing in the Original Series era. You then increase the character's attributes as described in the entry for the species chosen. If you choose Klingon as your character's species, the character immediately gains the *Brak'lul* talent.

Assign the Character's Disciplines

Next, you should choose two disciplines. One of the two disciplines chosen is assigned a rating of either 4 or 5. The other discipline chosen is then assigned a rating based on the choice above: if the first discipline is a 5, then the second discipline is a 3; if the first discipline is a 4, then the second discipline will be a 4 as well.

Leave the ratings for the other four disciplines blank at this stage. They will be determined during play.

Choose a Single Value

Finally, you should choose a single value. This value should reflect the basic concept you have for the character. The character's other values will be determined during play.

Begin Play!

At this stage, the character should have their role, their species (including the accompanying trait), a full range of attributes, two of their six disciplines, and a single value, plus the *Brak'lul* talent if the character is Klingon. This is all that's needed to get started.

The gamemaster should then begin play, devising a basic mission for a group of partially-created characters. This scenario shouldn't be too complex or involved, as it mainly serves as an opportunity to introduce and flesh out the characters. During this mission, each main character should have a basic opportunity to show off their skills. Each character will have the following elements left undetermined:

- **VALUES:** The character has three values left undefined. When attempting a task, you may declare that you're defining one of the character's remaining values. You choose a value applicable to the task the character is attempting, and immediately gain a point of Determination, which may be used with that value straight away.

- **DISCIPLINES:** The character has four disciplines left unrated. Whenever called upon to attempt a task that would use an unrated discipline, you **must** choose to define that discipline. The character's remaining disciplines must be given one of the following ratings: 3, 2, 2, and 1. Each one of those ratings may only be used once. The task is then attempted using that newly rated discipline.

- **FOCUSES:** The character has all six focuses left undefined. Whenever called upon to attempt a task, you may declare that they're choosing to define one of their focuses. You choose a focus applicable to the task being attempted. The task is then attempted using the new focus.

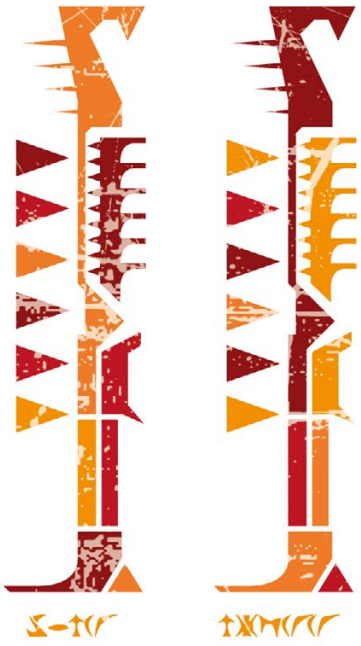
- **TALENTS:** The character has three or four talents left undefined. At any point during the session, you may declare that they're choosing to define one of their talents; this may even be in the middle of resolving a task. You select one talent, for which the character must meet the requirements (if any). Play then resumes with the character gaining the benefits of that talent. However, the character may not retroactively benefit from having the talent – they cannot change things that happened before the talent was gained.

Once the first session is done, the main characters should be fully developed and fleshed out. If any characters still have elements undefined, the players should feel free to decide upon those elements either after the first session or leave them undefined until subsequent sessions.

Example: *Jim's playing in a TOS-era campaign using creation in play. He decides that he wants to play the ship's First Officer. He then chooses the following attributes: Daring 10, Control 9, Fitness 9, Insight 8, Presence 10, Reason 7. He decides to play a* QuchHa' *character, suitable for the era, increasing Control to 10, Insight to 9, and Presence to 11.*

Next, he chooses two of the character's disciplines. He decides to take both Command and Security, as befits his chosen role, and puts a 4 in each. The other four are left blank for now. Finally, he chooses a value: "There is no honor in attacking the weak," *and he's ready to play.*

During the first session, Jim's character has a number of details left to fill out. At one point, when an ally gets wounded during a battle, he chooses to declare his Medicine rating as 3 (leaving him with a 2, 2, and a 1 remaining to assign), and to take First Aid as a focus (leaving five focuses remaining), adding those details to his character sheet before he rolls a ***Daring + Medicine*** *task to stabilize his ally.*



CHAPTER 04.50

SUPPORTING CHARACTERS

"IF A WARRIOR DOES NOT FIGHT, HE DOES NOT BREATHE."

– KLINGON APHORISM

OVERVIEW

Supporting characters are the other type of characters created and controlled by the players during a game of ***Star Trek Adventures***. Supporting characters are less detailed and are created in a less involved manner than main characters, and they are not permanently owned by a single player. Instead, supporting characters are created when circumstances require within the game.

Supporting characters:

- Represent the rest of the ship's crew in play, giving the players subordinates to command and provide the experience of being a senior officer in play.
- Allow players to take on different roles in play, allowing them to capitalize on a skillset that doesn't exist amongst the main characters, to play a more active role in an adventure that doesn't focus on their main character, or account for players who are absent.
- Allow the players to split their characters between different activities in different locations without being left out of the game for long stretches: players can use supporting characters in situations where their main character isn't present.
- Allow smaller groups of players to bolster their numbers during challenges, such as by ensuring that enough bridge stations are manned during a space battle.

USING A SUPPORTING CHARACTER

At the start of a scene, a player may choose which character they are using: their main character, or one of the supporting characters currently available. For the duration of that scene, that player will control the character they have chosen – the character chosen is a player character.

Where chain of command becomes significant, supporting characters are not officers, and do not have authority over any main characters who are; beyond that, compare the individual ranks of characters.

The player, and the gamemaster, should keep in mind – or keep note of – where the main characters and supporting characters are at different times, and it will typically be the case that a player will choose a character located in the scene being established. However, this means that if the gamemaster ends a scene, and then establishes the next scene in a location occupied by a different set of characters, the players can easily switch to the appropriate characters without having to stop and figure out who is involved and who isn't.

If a player has multiple characters in a single scene, then the player may not directly control those other characters. Characters which are not under the direct control of any player cannot perform the full range of actions and tasks available to a character under a player's control. Instead, they can do the following things:

- **Minor Actions:** An uncontrolled character will perform whatever minor actions or other incidental activities are needed to keep up with the player characters, or to follow the orders of player-controlled characters with authority over them.
- **Tasks:** An uncontrolled character cannot attempt a task that has a difficulty above 0. Uncontrolled characters may, however, use the Assist task to benefit player characters, though they may only do so once per round in combat.
- **Combat:** Uncontrolled characters do not receive a turn during combat; instead, an uncontrolled character's minor actions and tasks (per the limitations above) are resolved as part of the actions of player characters – the uncontrolled characters follow the orders of their superiors immediately.

- **Complications and Injury:** Uncontrolled characters can be injured in combat and can suffer complications as normal. However, an uncontrolled character *may not* spend Momentum or add to Threat to avoid an injury. Further, in any situation where a player character would suffer a complication or become injured, and there are one or more uncontrolled characters in the scene, the player may choose to have the uncontrolled character suffer the complication or injury instead. In the case of an injury, the uncontrolled character cannot be used in any way for the remainder of the scene, and if the injury was lethal, they will require medical attention or die. If a player character suffers an Injury or is otherwise incapacitated, they may immediately choose to take over an uncontrolled character for the remainder of the scene.

Further, uncontrolled characters can be treated as an advantage, to allow a task to be attempted which would otherwise be impossible (for activities that would require multiple people), or to reduce the difficulty of a task – simply providing an extra pair of hands and an extra set of senses can be valuable.

Creating a Supporting Character

The number of supporting characters present during any game is variable, and players do not inherently own any supporting characters – though they can lay claim to them during play, for the duration of that adventure.

A group of players will have a maximum number of supporting characters that can be used during a single adventure; this number is equal to the **Crew Support** rating of the group's ship (Crew Support is described in full in *Chapter 7.20: Starship Fundamentals*). During an adventure, players may choose to introduce one or more supporting characters at the start of any scene, either creating those characters anew or choosing from amongst previously created supporting characters. The total number of supporting characters introduced during a single adventure cannot exceed the Crew Support rating.

Note that previously created supporting characters do not count against this number until they are introduced in play, and during a prolonged campaign a group may create many supporting characters, not all of whom will appear in every session.



When creating a supporting character, use the following procedure:

1. **Purpose:** First, determine what purpose the supporting character will fill? Are they an engineer, or a doctor, or a scientist, or a warrior? This will shape the rest of the character. This includes choosing a department for the character.

2. **Attributes and Species:** Secondly, assign the character's attribute scores. The character will have attribute scores of 10, 9, 9, 8, 8, and 7, arranged in any order. Also, at this stage, choose the character's species, and note down both their species trait, and adjust the attributes accordingly.

3. **Disciplines:** Next, assign the character's disciplines. The character will have discipline scores of 4, 3, 2, 2, 1, and 1, arranged in any order. The character's highest discipline should match up with the department chosen in step one.

4. **Focuses:** After this, choose three focuses for the character. At least one of these should match up with the purpose defined in step one.

5. **Finishing Up:** Finally, give the character their standard issue equipment (uniform, communicator, tricorder, *d'k tahg*, disruptor pistol, and possibly other tools), and choose an appropriate name and rank for the character. If the character is Klingon, but not *QuchHa'*, they also receive the *Brak'lul* talent immediately. Supporting characters should rarely be senior officers (except in cases where your group of player characters does not fill every senior officer role), and should usually be considered civilian laborers or to have an enlisted rank of corporal or lower.

Supporting characters do not have the same level of detail as main characters, and initially will lack values and talents. Further, a supporting character has no Determination to spend (and, lacking a value, no way to earn determination either). Supporting characters can obtain these details and develop during play.



Whenever a supporting character is introduced to an adventure, and this is not the first time they have been introduced (i.e., they have been introduced before), the player introducing them may choose one of the following options:

- **Values:** The supporting character gains a single value. This option may be chosen up to four times, gaining a new value each time.

- **Attributes:** The supporting character increases a single attribute by 1. This option may only be chosen once.

- **Disciplines:** The supporting character increases a single discipline by 1. This option may only be chosen once.

- **Focuses:** The supporting character chooses one additional focus. This option may be chosen three times, gaining a new focus each time.

- **Talents:** The supporting character gains a single talent that they meet the requirements for. This option may be chosen multiple times, gaining a different talent each time, up to a maximum of four talents.

Once all the options listed above have been taken, a supporting character cannot improve further simply by being introduced to an adventure. However, supporting characters can also be improved as part of a main character's advancement – reflecting a main character training and developing the personnel under them.

Supporting Character Options

This section describes a few optional rules that affect the way supporting characters are used in play.

- **Extra Players:** In a group with a small number of players, some challenging situations can become more difficult than it otherwise should be. If the group has three or fewer players, the gamemaster may allow some or all players in the group to take control of up to two characters during a scene; this would increase the number of player characters, each of whom gets their own turn during a round of combat, for example. The gamemaster may vary this from scene to scene if they wish or apply it only to specific types of scene (such as space combat, to ensure that all the vital bridge stations are filled).

- **More Orders:** In combat, the Direct task may be used by any player character, so long as they are using it on an uncontrolled character that they have authority over. When used on another player character, the normal limits for the Direct task still apply.

CHAPTER 04.60

CHARACTER DEVELOPMENT

"THE WAY OF THE WARRIOR IS NOT A HUMBLE PATH. SHOW SOME PRIDE IN YOUR ACCOMPLISHMENTS."

– KOR, DAHAR MASTER

OVERVIEW

A character doesn't remain unchanged throughout their career. As they seek out glory from honorable battle and conquest, they will be changed by what they learn, and they will grow from their experiences. The adversity these characters overcome, and the challenges they confront, will shape them. Beyond that, the successes and failures of a character will shape how others regard them.

Character development in ***Star Trek Adventures*** comes in two forms: characters grow and change periodically during their careers, in events called **milestones**; alongside this, the character's **reputation** will change as they achieve glory through victory and act honorably or dishonorably.

Only main characters can receive milestones, but the benefit of a milestone can be used to change a supporting character or the ship itself – this represents the main character working to improve the crew and the ship. Changes made to supporting characters and to the ship must be discussed with the entire group: they belong to everyone, so everyone should have a say. Similarly, only main characters track their reputation: a supporting character isn't important enough to worry about their honor specifically.

MILESTONES

A milestone is a meaningful event in the character's life, a point at which they reexamine themselves and change in response to what they've experienced. Milestones occur at the end of an adventure; a character will not always have a milestone at the end of every adventure.

Milestones are connected to a character's values, and to the Dictates present during missions. Values are what drive a character's actions, and a milestone is a significant point reached because of those actions. Milestones also vary in significance, with greater impact the more a character is involved in the action.

LOG ENTRIES

To reach milestones and have your character grow, you need to maintain a log. The log is a record of your main character's adventures, and thus it serves as an accounting of the character's history in play. You gain milestones whenever you make a connection between the current adventure and one noted in your log.

At the end of each adventure, create a brief description of the mission itself and how your main character was involved. One or two sentences should be the most you need; if your gamemaster provides "episode titles" for each adventure, noting down the title of the adventure is sufficient. You're welcome to write more if you want – and some players may want to – but it's not essential, and so long as you've got a useful reminder of past exploits, any amount is fine. Alongside this, note down which, if any of your values you used positively, used negatively, or challenged. Some shorthand is useful here: by numbering your values, you can refer back to them by simply writing V1, V2, V3, etc., (or D1, D2, etc., for Dictates), and following any that were used with a **+** (used positively), a **–** (used negatively) or an **!** (challenged).

Example: *Morek, son of Barot, completes a mission, and Nathan notes down some details about the mission. "Battled a band of Orion pirates who'd been raiding Klingon worlds. Created sensor ghosts to lure them into ambush." He then notes down which values he used during the game, noting that he used his first value, "Survival must be earned", negatively, and used his third and fourth values – "Brute strength is not the most important asset in a fight" and "There is nothing more honorable than victory" – positively. He notes this down as follows: V1–, V3+, V4+.*

In addition, if you challenged a value, you may rewrite that value. The new value should relate somehow to what it was before, and how the character's views have changed as a result of the situation that caused the challenge. It doesn't have to be a big difference – and often, it won't be – but the new value should demonstrate how the character's perspectives have shifted.

Finally, if you used any of your values (positively, negatively, or challenged) during that adventure, you may also make an adjustment to your character. This is optional, but it allows characters to adjust and shift in small ways over time. You may do one of the following:

- **Adjust your attributes:** Reduce one attribute by 1 and increase another by 1. You may not increase an attribute to above 11, nor may you reduce an attribute to below 7.

- **Adjust your disciplines:** Reduce one discipline by 1 and increase another by 1. You can't increase any discipline to more than 4 in this way, nor can you reduce a discipline below 1.

- **Swap one of your focuses:** Change a specialization by studying a different one. Choose one of your focuses and replace it with a different focus.

- **Swap one of your talents:** replace an existing talent with a different one for which you meet the prerequisites.

- **Help a supporting character in their training:** Adjust one of the supporting character's attributes or disciplines, swap one of their focuses, or swap one of their talents, as described above.

Reaching a Milestone

Once during any adventure, when you choose to use one of your main character's values, you may call back to any previous adventure in your log where you used the same value (or, in the case of values that were challenged and rewritten, to the new value created that adventure). Describe how that previous experience influences what is happening now, and then gain one Determination (you're still limited to the normal maximum of 3). You must then place a tick next to the log entry you called back to, or otherwise mark that you have used it: each log entry may only be used once.

The gamemaster may veto a call back which seems tenuous or inappropriate to the situation, though this should be done rarely, and if a call back is vetoed, then you may attempt another call back later in that adventure.

At the end of the adventure, when adding to your log, you will receive a milestone. Note or mark in the log entry for the current adventure that you have received a milestone, and which previous adventure you called back to (this will be important later).

Once you've written the log entry, you may make a change to your character. The change can be any one of the following:



Milestone Options

Personal Growth

You may improve one of your attributes.
Choose a single attribute and increase it by 1. You may not increase an attribute above 11 with this, and you may only increase each attribute once using a milestone.

You may improve one of your disciplines.
Choose a single discipline and increase it by 1. You may not increase a discipline above 4 with this, and you may only increase each discipline once using a milestone.

You may gain one additional focus.

You may gain one additional talent.

Ship & Crew Improvements

You may help a supporting character in their training: Increase one of the supporting character's attributes or disciplines, or give them one extra focus or talent, as described above.

You may adjust the ship's systems. Reduce one system by 1 and increase another system by 1. You may not increase a system to above 11, nor may you reduce a system to below 6.

You may adjust the ship's departments, altering the ship's priorities and crew duties. You reduce one department by 1 and increase another by 1. You can't increase any department to more than 4 in this way, nor can you reduce a department below 1.

Y**ou may swap one of the ship's talents**, with the ship removing some specialized systems to make way for others. Choose one of the ship's talents and replace it with a new one.

Example: *In a later mission, Morek, son of Barot, calls upon his "Survival Must Be Earned" value, describing how it relates to a similar situation in a previous mission – a mission where he also used that value. He gains an extra point of Determination immediately. At the end of the mission, Morek gains a milestone, and marks in his log that he's referenced the previous mission.*

Afterwards, he chooses a single milestone benefit. Seeking to advance his standing in the crew, he adds 1 to his Security, in case an opportunity arises to challenge a superior.

Character Arcs

Each milestone is built on calling back to prior experiences and being influenced by them. Character arcs are the next step of that, showing how a character has developed over a longer stretch of time and a number of important events.

When you make a call back to a previous adventure, you may gain an additional benefit if that previous adventure was a milestone, creating a character arc. You can only get this additional benefit a few times, as they represent momentous and significant events in the character's life, and moments like that don't come along very often.

Character Arc Options

Personal Growth

You may improve one of your attributes.
Choose a single attribute and increase it by 1.
You may not increase an attribute above 12 in this manner.

You may improve one of your disciplines.
Choose a single discipline and increase it by 1.
You may not increase a discipline above 5 in this manner.

You may create one additional value for the character.

You may gain one additional talent.

Ship & Crew Improvements

Choose one of the ship's systems and increase it by 1.
Each system may only be increased by 1 in this way.

Choose one of the ship's departments, and increase it by 1, to a maximum of 5. Each system may only be increased by 1 in this way.

Select one additional talent for the ship, which may ignore the normal maximum number of talents a ship may possess.

You may swap one of the ship's talents, with the ship removing some specialized systems to make way for others. Choose one of the ship's talents and replace it with a new one.

Each character arc is a string of adventures connected by a single value. At a minimum, this will be three adventures: an initial one where you used that value, a milestone where you called back to that initial adventure, and the third one which calls back to that milestone. However, each time you complete a character arc, it takes a little more effort to complete the next character arc.

When you complete a character arc, you may change your character using one of the options in the table above instead of one of the normal milestone options.

Further, the total number of adventures required to make up a character arc increases by 1 for each character arc

Player-Facing Advancement

This system of milestones is designed so that a main character's advancement is driven by players, rather than something which happens passively in the background or at the gamemaster's discretion. All the decisions made when adding a log entry, reaching a milestone, or completing a character arc are made by you, the player, and they all stem from the decision to use a value.

As you begin each session with one Determination, you always have the potential to use at least one value or Dictate in every adventure, so there should always be at least a little potential for growth if the character is an active part of an adventure.

The gamemaster is able to help this along by creating and suggesting opportunities where a value might be useful, but ultimately, the power to guide your character's growth rests in the hands of one person: you.

you've already completed: so, while the first character arc you complete is made up of three adventures, the second must include four adventures, the third must include five, and so forth.

Example: *Several missions later, Morek, son of Barot, calls upon his "Survival Must Be Earned" value once again, referring back to the two previous missions in his log where the same value was relevant. In doing so, he completes a character arc, a series of personal stories connected by that common theme.*

Writing this all down in his log, he also chooses a benefit, improving his Daring by 1. The next character arc he completes will need to contain four missions, rather than three.

Reputation

A warrior's reputation is crucial for their career, their family, and their ongoing existence. A Klingon's honor does not belong to the individual, but to everyone in proximity. A ship's crew shares their triumphs and disgraces. A son's honor reflects upon his father, and vice versa, and both represent the ongoing legacy of their House. All Klingons spend their lives contending with the burdens and responsibilities of acting (and being seen to act) honorably, and standards of conduct and behavior are expected of each and every Klingon, especially those serving the Empire.

But Klingon honor is a nuanced thing. Numerous philosophies of honor exist, and debates on honor and dishonor are not uncommon. Two individual Klingons may have two very different – even mutually-exclusive – ideas of what the honorable means to an end would be, and in practical terms, honor is as much defined by the judgement of peers and betters as by a rigid code of conduct. It is a Klingon truism that "nothing is more honorable than victory", and so underhanded actions can be judged as honorable if they led to triumph.

A main character has a **Reputation** rating, which is an approximate measure of how their peers and superiors regard them. But this is not merely a passive indicator: it can serve as a limited defense against the accusations and challenges of others and allow them greater leeway and freedom to act.

A main character begins play with a Reputation score of 3.

What Reputation Means

Under normal circumstances, a character's Reputation will serve as a basic guide for how well-regarded they are amongst other Klingons, and maybe even beyond. It should serve as a guideline for how other Klingons – outside the character's ship and crew – view the character. It's unlikely to influence people the character knows personally, as they'll have formed their own opinions, but it will influence the views of those who haven't yet met the character, as well as influencing the most formal interactions.

When you attempt a task to convince, persuade, or otherwise interact with someone who knows you (or your House) by reputation, you may use your Reputation score instead of a discipline to create your target number, as you allow your deeds and your renown to speak for you. Obviously, you cannot do this if you are disguised or attempting to pretend to be someone else, but such deception is unbefitting a Klingon anyway.

Reputation

REPUTATION	INFLUENCE
0	You are not even worthy of being called a Klingon. Your sniveling behavior has more in common with that of Romulans or Ferengi.
1	Your behavior is poor, and your future is doubtful. You are viewed as disobedient, insubordinate, and cowardly or underhanded.
2	You are regarded with skepticism, and you're seen as being too quick to disregard tradition and proper Klingon ways, or you've been hesitant to enter battle on numerous occasions.
3	Your record and behavior are unremarkable, neither shameful nor worthy of song.
4	You have a few glorious deeds to your name. You are viewed as a good and loyal warrior of the Empire, and your judgement and honor are well-regarded by others.
5	You are a paragon of Klingon virtue, and your deeds are worthy of being remembered in song, your glories retold. Your honor is seen as unimpeachable, and your judgement is sought out by others seeking to emulate you or curry favor.

Example: *D'Ghor, son of Moreth, has a Reputation of 4, and is seeking warriors to join his crew for a dangerous mission against the Dominion. When he attempts to persuade another warrior to join his crew, the gamemaster asks for a* ***Presence + Command*** *task. D'Ghor's Command is only 2, but he can use his Reputation of 4 in place of his Command discipline for this task.*

Effects of Reputation

Naturally, Reputation is not fixed; it changes as you face new challenges and the consequences of your decisions. Actions in-keeping with the traditions and values of the Klingon Empire can see your Reputation increase, while choices and outcomes which reflect poorly upon your ship, your family, and the Empire may reduce your Reputation and may even see other consequences for the character.

Further, a character's reputation can be a source of benefits or problems during play. This is all resolved at the end of an adventure.

At the end of an adventure, the gamemaster should consider the outcome of the adventure, the decisions that were taken, and decide which factors may influence a character's Reputation. The gamemaster is the final arbiter of whether an action has a positive or negative influence upon a character's Reputation, but the simplest method is a list of simple yes or no questions. The gamemaster may add questions as they see fit, and published adventures may include additional questions specific to that mission. This should still be done even for a character who was slain during the adventure, as the dead rely on honor just as much as the living do.

There are more potential negative influences than there are positive influences, as Klingon honor is meant to be a standard that individuals must strive to uphold. It should, at times, be difficult to be honorable, and it is a test of character to retain one's honor in dishonorable times.

POSITIVE INFLUENCES

Answering yes to any of these questions is considered a positive influence on the character's Reputation.

- Was your mission victorious?
- Did you positively use one or more of the adventure's Dictates?
- Did you obey the orders given to you by your superiors?
- Did you condemn the dishonorable acts of others?
- Did you kill enemy warriors?
- Did you declare yourself, so that your enemies knew who they faced?
- If you were injured or slain, did you do so in battle, facing your enemy head-on?

NEGATIVE INFLUENCES

Answering yes to any of these questions is considered a negative influence on the character's Reputation.

- Was your mission a failure?
- Did you challenge one of the adventure's Dictates?
- Were you disobedient to your superiors?
- Did you allow an insult to yourself, your ship, your crew, or your House go unchallenged?
- Did you cheat or break a promise?
- Did you allow the dishonorable acts of another to go unchallenged?
- Did you take prisoners, or allow yourself to be captured?
- Did you retreat, relent, or surrender in battle?
- Did you employ poison?
- Did you kill those who could not defend themselves, or who were significantly weaker than you?
- Did you seek to undermine your foes before attacking, or attack using stealth, deception, or betrayal?

THE REPUTATION ROLL

Once the questions have been asked, and any positive and negative influences have been counted out, you make a reputation roll. This is handled similarly to a task, though it doesn't use any of the character's attributes or disciplines.

DETERMINE TARGET NUMBER

Your target number for this roll is equal to 7 plus your Reputation.

SET DIFFICULTY

The Difficulty of this roll is equal to the number of negative influences you have.

ASSEMBLE DICE POOL

Roll a number of d20s equal to the number of positive influences you have. Unlike a normal task, there is no maximum number of d20s for this roll.

CHECK FOR SUCCESSES

Each d20 which rolls equal to or less than your target number generates 1 success.

- Any d20 which rolls equal to or less than your Reputation rating will generate 2 successes instead.
- Any 20 rolled is a Complication, which may generate Shame if you fail the Reputation roll. If you've already got Shame, then your chance of a Complication is higher.

COMPARE TO DIFFICULTY

If the number of successes you scored is equal to or higher than the Difficulty, then you've acted with sufficient honor. If the number of successes you scored is less than the Difficulty, then you are dishonorable.

- Each success scored above the Difficulty becomes a point of Glory, which you may spend on various benefits.
- If you're dishonorable, then you suffer 1 Shame for each success you scored less than the number needed, plus one extra Shame for each die that rolled a 20.

OUTCOME

Spend any Glory you've gained, or any Shame you've suffered.

When making Reputation rolls, it is best to have the commanding officer make their roll first, as the results of their roll may impact the rolls of other characters.



Suffering Shame

SHAME TOTAL	CHANCE OF SUFFERING SHAME
0	20
1	19-20
2	18-20
3	17-20
4	16-20
5+	15-20

Not a Normal Task

A Reputation roll resembles a task in a number of ways: you have a target number and a Difficulty, you roll several d20s, and you count successes to try and match that Difficulty. However, strictly speaking, it isn't a task.

Tasks have a number of constraints and constants to them, such as the minimum and maximum number of dice rolled, or the Difficulty tending to be 5 or less, which do not apply to Reputation rolls. This is a roll specifically representing the various actions a character has taken, and to that end, it can differ from a normal task by allowing a higher difficulty than a task would normally have, or by letting the player roll fewer than 2d20 or more than 5d20 if the circumstances suit it.

Using Glory

You gain Glory when you are deemed to have acted honorably, and it is a powerful tool to help further your character's career and achieve their ambitions. Glory must be spent immediately – the glories of the past fade quickly – but it can be spent as you see fit using any of the options presented in this section. You may use any of the options below as many times as you wish.

- **Gain Favor:** With honor and status comes the attention of others. You may spend Glory to obtain a favor from an NPC you encountered during the adventure (who cannot be an enemy). This costs 1 Glory normally, but the cost increases by 1 if the NPC is not a Klingon, by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, or other high-ranking figure. These increases in cost can be combined: getting a favor from a Federation ambassador costs 4 Glory, while a favor from the engineering officer on a Klingon cruiser only costs 1.

- **Increase Reputation:** You may increase your Reputation by 1, by spending Glory equal to the Reputation you are increasing to (e.g., increasing Reputation from 3 to 4 costs 4 Glory). You may only use this at most once per adventure.

- **Commend Another:** If you are the commanding officer, you may spend 1 Glory to commend another main character in the group. This counts as one extra positive

influence on the character's Reputation roll, and it must be done before that character rolls.

- **Awards:** Glory may be used to purchase awards, which provide limited, but potent benefits to those who achieve them. Each award has a different cost and may have additional requirements. A selection of awards is presented below, and gamemasters are encouraged to devise their own.

- **Status:** Create an additional trait for the character, which reflects their achievements, recognition, or special status, or remove a trait which represents something negative or detrimental to the character. If the character is a commanding officer, then they may add a trait to their ship instead. This costs 3 Glory.

- **Elevation:** A character who is a laborer or warrior may petition their commanding officer to be given a battlefield commission and become an officer, by spending 3 Glory. If the commanding officer refuses, no Glory is spent.

- **Promotion:** A character may petition their commanding officer to be promoted to a higher rank, by spending 3 Glory. If the commanding officer refuses, no Glory is spent. A commander may not promote anyone to commander or above, and a captain may not promote anyone to captain or above.

- **House Rewards:** A character may spend Glory to elevate the standing of their House. See the section on House Creation and Development on page 136 for details.

awards

Awards are issued in recognition of honorable and distinguished achievements, often during grand ceremonies which involve feasting and drinking. These awards are accompanied by a medal or other decoration, normally affixed upon the warrior's uniform or House sash, and may often mean induction into a ceremonial organization, called an Order.

Each award has a listed cost in Glory, and a condition which must have been met during the preceding adventure for the award to have been issued: if the condition is not met, the character cannot spend Glory to purchase the award.

DAHAR MASTER

Dahar Master is the title given to the greatest of Klingon warriors. These warriors are considered to have attained legendary status for their glorious victories. Dahar Masters are respected by all, and the tales of their exploits are often repeated in stories, songs, and operas.

Cost: 10; this cost may be paid for over several missions, but you must spend at least 3 Glory each time you pay.
Conditions: The character must have a Reputation of 5, and the Veteran talent to take this award. The character must have achieved victory in at least three famous or well-known battles, and victory must have been achieved directly because of the character's efforts.
Benefit: Once per adventure, before attempting a task and applying a focus, you may choose one of your focuses. For the remainder of the scene, on any task which uses that focus, you will score two successes for any die that rolls equal to twice your discipline score. For example, if you have a discipline score of 4, then any die that rolls an 8 or lower scores two successes for any task using that focus.

ORDER OF THE BAT'LETH

One of the highest honors a Klingon can receive, the Order of the *Bat'leth* is for those warriors who distinguish themselves in battle. New members are inducted in an annual ceremony held on Ty'Gokor, which is preceded by a day's drunken revelry, serving as a test of endurance for the recipients. The order was founded by Lukara, the widow of Kahless, to ensure that the Empire's honor and dignity were maintained.

Cost: 4
Conditions: The character must have succeeded at a particularly bold, risky, daring, or heroic action during combat.
Benefit: Once per adventure, after rolling for a task, you may do one of the following: gain two bonus Momentum on a successful task (bonus Momentum may not be saved), or ignore a single complication suffered on a task (before the gamemaster announces the complication's effect).

ORDER OF KAHLESS

The highest honor a Klingon can receive, this prestigious honor is awarded only at the discretion of the Chancellor or the Emperor. Only those of outstanding honor and accomplishment can hope to be awarded the Star of Kahless, the medal which represents this honor.

Cost: 5
Conditions: The character must be an officer in a command or leadership position who has led their crew in a succession of difficult missions and faced personal danger on at least two of those missions.
Benefit: Once per adventure, when you use the Direct task or otherwise assist a subordinate, you may treat your d20 as if it had rolled a 1.

ORDER OF KRI'STAK

The *Kri'stak* (*QIStaq*) is a volcano on Qo'noS where Kahless is said to have created the first *bat'leth*. The Order of *Kri'stak* is given to those warriors who have forged victory from suffering and adversity.

Cost: 2
Conditions: The character must have faced an extremely dangerous situation and have triumphed in spite of it.
Benefit: Once per mission, whenever you would suffer Stress, halve the amount of Stress inflicted by an attack or hazard.

Using Shame

You suffer Shame when you are deemed to have acted dishonorably, and it can drive a Klingon to great lengths to see it expunged. Shame can be spent immediately as you see fit using any of the options presented in this section, but you can also leave it unspent, lingering as a stain upon the character's honor. You may use any of the options below as many times as you wish.

Shame which is not used increases the chances of gaining more Shame on subsequent Reputation rolls, as noted earlier in this section.

- **Gain Antipathy:** With dishonor comes ill-favor. You may declare that an allied NPC you encountered during the adventure regards you as a worthless *petaQ*. This uses 1 Shame normally, but the cost increases by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, or other high-ranking figure.

- **Reduce Reputation:** You may reduce your Reputation by 1, using Shame equal to the Reputation you previously held (that is, reducing Reputation from 3 to 2 uses up 3 Shame). You may only use this at most once per adventure.

- **Demotion:** You may accept demotion from your current rank, having proven yourself unworthy of the status you attained. Reduce your rank by one step (i.e., from Commander to Lieutenant, or from Lieutenant to Ensign, etc.). This uses 3 Shame.

- **Dishonor by Association:** If you are the commanding officer, you may stain the reputation of others aboard your ship. This counts as one extra negative influence on each other main character's Reputation roll, and it must be done before those characters roll. This uses 2 Shame.

- **Stripped of Glory:** If you have one or more awards, you may remove one or more of them to remove Shame; each award removed uses Shame equal to its cost.

- **Status:** With the gamemaster's assistance, create an additional trait for the character, which reflects their dishonor, cowardice, or disgrace, or remove a trait which represents something positive. If the character is a commanding officer, then they may add a trait to their ship instead. This costs 3 Shame.

- **House Disgrace:** A character may reduce the standing of their House to use Shame. See the section on House Creation and Development on page 136 for details.

- **Detention:** You are stripped of your duties and locked away for a short duration, stripped of your freedom and forced to contemplate your shame in isolation. A character in detention cannot be used: you must use a supporting character instead during the next adventure. This uses 2 Shame.



The penalties for dishonor listed here are relatively mild, by Klingon standards, and represent a fairly mundane rise and fall of a Klingon's honor. There are more extreme alternatives, and Klingons are hardly known for their restraint or tendency towards moderation, but they're the kind of thing that needs to be handled carefully by players and gamemaster alike, rather than baked into the rules.

DEATH

"Today is a good day to die" (**Heghlu'meH QaQ jajvam**) is a common sentiment amongst Klingon warriors, whose sense of self-preservation is different to that of other species. Culturally, an honorable death in battle is to be lauded, and can often even redeem the dishonored.

A main character who dies during the course of an adventure still makes a Reputation roll, as the manner of their ending is as important as their life. Any Glory that the character gains from this posthumous roll may be applied to the next character the player creates. This is really a reward for the player rather than anything to do with the character.

When a comrade dies, it is customary amongst Klingons to look the remains in the eyes to determine that they are truly dead, and then to roar toward the heavens; this roar is to herald the deceased warrior's arrival in Sto-Vo-Kor. The characters present at a character's death should do this. It's up to the players if they want to do it too.

DISCOMMENDATION

The ultimate shame, discommendation, is a punishment which sees a Klingon stripped of their rights, their status, their honor, and even their legal personhood. They become an outcast, no longer a member of Klingon society in any sense, and not even afforded the respect given to non-Klingons: they are regarded more as an "it", a thing, than as a person.

Needless to say, few Klingons have much of a life after discommendation, and those who do can only truly survive away from the Empire, becoming mercenaries or otherwise plying their services for non-Klingons.

Klingons suffering this fate are normally discharged from all military service, and thus cannot reasonably continue as player characters. Thus, it is not provided as an option in the Reputation rules: it can be included if the gamemaster is willing to work with the player to make it part of the ongoing story.



PRONUNCIATION: *bIQapqu'meH tar DaSop 'e' DatIvnIS*
TRANSLATION: To really succeed, you must enjoy eating poison.

CHAPTER 04.10

HOUSE CREATION AND DEVELOPMENT

"THE FAMILY OF A KLINGON WARRIOR IS RESPONSIBLE FOR HIS ACTIONS AND HE IS RESPONSIBLE FOR THEIRS."

– WORF, SON OF MOGH

OVERVIEW

Beneath the unifying banner of the Klingon Empire, founded by Kahless well over a thousand years ago, Klingon society is divided into countless Houses (known as **tuq** in the Klingon language). These Houses form a pseudo-feudal structure that dominates the loyalties and interactions of Klingon life, and serves as the cornerstone of Klingon politics.

Most Klingons belong to a House, and there are innumerable lesser Houses which are literally just the extended families of ordinary people. However, the Great Houses are powerful, enduring institutions, with land, resources, subordinates, servants, and armed forces of their own. The greatest of them are each given a seat upon the Klingon High Council, led by the Chancellor, to pass laws and rule over the Empire.

The fortunes of each House rise and fall over time, and while many have remained powerful for centuries, others have diminished and been conquered by rivals, or have risen from obscurity to become mighty. And, over time, the Great Houses have been more or less unified: in the 22nd century, the Empire was barely unified, with Klingons showing loyalty to House over Empire, but a unified Empire warred with the Federation from the mid-23rd century onwards, and found cause to make peace with their former enemy in the 24th century.

Each House is run by a single leader, and tradition dictates that this is the eldest male son of the previous leader, but there have been enough exceptions to this tradition – with wives and daughters ruling many of the Great Houses at some point in their history – that women in positions of power within the Empire are not as uncommon now as in the past. This leader often shares their name with the House, either because they have renamed the House after themselves upon inheriting it, or because they were named after an honored predecessor (or both: the House of Duras has been led by many of that name across many generations).

In play, most Klingon characters are assumed to belong to one of the innumerable lesser Houses from across the Empire. However, for a more involved play experience, you may choose to create a character who hails from a Great House or have a character of lowlier origins elevated to the point where their House is ascendant.

Creating a character from a Great House requires creating the Great House itself first, which is described in the next section. During Lifepath character creation, a Great House replaces the normal choices of Environment and Caste, as well as providing a couple of unique options which you may select for the character.

Alternatively, a character may join a Great House, or their family may become a Great House during play as a reward for glory and honor. This won't affect how the character is created – as they were created before joining the House – but they still have access to any unique options which the House provides.

Regardless of how a character joins a House, their behavior and reputation can influence the House's fortunes, providing a character with additional ways to use milestones, or to spend Glory or Shame from a Reputation roll.

CREATING A HOUSE

Each Klingon House is composed of three elements which provide a basic sense of what the House is like, what its people are known for, and their status. Just as with the Lifepath, each element is picked from a list of options, and you may roll randomly or choose as you see fit from each category. **By the end of House creation, you must have one choice from each of the three options.**

Overall, a House provides the following benefits to a character during the Lifepath:

- An additional trait for the character, which will be their House's name, in the form "House of…". If the character is the leader of their House, then the trait may take the form of "Leader of the House of…" instead.

- Four points added to the character's attributes, with no attribute gaining more than 2.
- Two points added to the character's disciplines.
- A single value; you may choose this freely for your character, but each House provides several fitting suggestions.
- A single focus; you may choose this freely, but each House will provide several fitting suggestions.
- A single talent; each House provides a pair of talents, and you may choose either of those, or any other talent available to your character.

House Status

A House's status is a general sense of the House's current fortunes and position within the ruthless politics of the Empire. A House may be old and revered, a new, upcoming name, or something in between, and their fortunes may be waxing, waning, or holding steady.

Each House status provides +1 to each of two attributes, and a selection of suggested values for a character to choose from. A character created using a House may pick one of the suggested values, or you may create one using the suggestions as inspiration. A House's status may also influence the starting Reputation of characters from that House.

House Status

D20 Roll	House Status
1-3	Old and Fallen
4-6	Old and Resurgent
7-9	A Long and Prestigious History
10-12	New and Eager
13-15	Iconoclasts
16-18	New and Rising
19-20	Roll Again

Old and Fallen

Your House was once mighty, feared by its enemies and respected by its allies. But it has lost the prominence it once had, through shame and disgrace, and now it is a shadow of its former glory, and it is only fortune that it has not been dissolved or conquered. You will see your House rise to prominence once more, or you will die trying.

Attributes: Characters from this House are vigilant and disciplined, and they gain +1 Control and +1 Insight.

Values: Example values for this House are:

- When threatened, fight!
- If you must negotiate, watch your enemy's eyes
- Better to die on your feet than live on your knees

Reputation: Characters from this House have a starting Reputation of 2 rather than the standard 3.

Old and Resurgent

Your House was strong long ago, but its name was almost forgotten for generations. In your lifetime, however, it has risen once more, and you are ready to reclaim the standing that is your birthright.

Attributes: Characters from this House are bold and decisive, and they gain +1 Daring and +1 Presence.

Values: Example values for this House are:

- To understand life, endure pain
- If you cannot fail, you cannot succeed
- A Klingon does not back down from a challenge

A Long and Prestigious History

You hail from an old, proud House, one which can trace its lineage back to ancient heroes and warlords of old, perhaps even with distant ties to old Emperors or other notable figures of Klingon history. You bear the weight of tradition and history proudly, for the honor of your bloodline is unquestioned.

Attributes: Characters from this House are wise and revered, and they gain +1 Insight and +1 Presence.

Values: Example values for this House are:

- Even the best blade grows dull unless maintained
- The dishonor of a father dishonors his sons and their sons for three generations
- A Klingon does not postpone a matter of honor

Reputation: Characters from this House have a starting Reputation of 4 rather than the standard 3.

New and Eager

Your House was minor and obscure a few generations ago, but it has grown mighty recently, gaining the respect and envy of others in equal measure. Your family's triumphs have made you eager for the next victory, and the one after that.

Attributes: Characters from this House are bold and driven, and they gain +1 Daring and +1 Fitness.

Values: Example values for this House are:

- If something bars your way, knock it down
- To survive, we must expand
- Only an enemy without honor refuses to show themselves in battle

Iconoclasts

Your House is on the rise, but it has gained more enemies than friends. The House breaks from tradition and custom in some significant ways, and its members may employ methods regarded as underhanded or dishonorable to achieve success.

Attributes: Characters from this House are focused and clever, and they gain +1 Control and +1 Reason.

VALUES: Example values for this House are:

- There is nothing more honorable than victory
- May your enemies run in fear!
- Conquer what you desire!

REPUTATION: Characters from this House have a starting Reputation of 2 rather than the standard 3.

NEW AND RISING

Your House was once insignificant, but through tireless struggle and more than a little guile, it has gained much respect. Gaining status as proud and valued sons and daughters of the Empire has been a long, slow road, but nothing gained easily endures.

ATTRIBUTES: Characters from this House are enduring and cunning, and they gain +1 Fitness and +1 Reason.

VALUES: Example values for this House are:

- Virtue is its own reward
- A sharp knife is nothing without a sharp eye
- Admire those with dirt under their fingernails

House Legacy

A House's legacy is what it is known for, and what fields or endeavors have made it noteworthy. It is also an expectation: a House which has produced numerous revered warriors expects future generations to follow that same path, as much because of the dictates of a family's caste as because of the expectation to live up to ancestral achievements.

Each House Legacy provides +1 to a single discipline, a selection of suggested focuses for a character to choose from, and a pair of talents which only characters from a House with that legacy may select. A character created using a House may pick a single focus from that list or create one of their own inspired by the suggestions, and they may select one of the talents provided by their House, or any other talent which they have access to.

All talents provided by a House have a Requirement of "Member of <House>". In each case, replace <House> with the name of the House you've created for the talents granted by that House's legacy.

House Legacy

D20 Roll	House Legacy
1-3	Leaders
4-6	Warriors
7-9	Spacefarers
10-12	Engineers
13-15	Scientists
16-18	Physicians
19-20	Roll Again

LEADERS

Your ancestors have taken on many roles leading, directing, and coordinating others, from military officers, to bureaucrats, to politicians, and more besides. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of leadership and add 1 to Command.
FOCUS: Example focuses for this House are: *Composure, Diplomacy, History, Law, Lead by Example, Strategy/Tactics, Teaching.*
TALENT: Characters from this House may select the Commanding Bloodline and Ancestor's Mien talents, described below.

COMMANDING BLOODLINE (HOUSE TALENT)

Requirement: Member of <House>
You come from a long line of leaders, and that brings you respect and prestige which you can wield to lead others. When you attempt a Command task, or attempt to assist another character using Command, you ignore the first complication rolled on that task (by anyone involved).

ANCESTOR'S MIEN (HOUSE TALENT)

Requirement: Member of <House>
You bear the countenance and manner of a renowned predecessor, and lead as if you were their legend reborn, inspiring your subordinates to push themselves. When you succeed at a Command task, you may spend Momentum to recover your allies' Stress: for 1 Momentum (Repeatable), one ally who can see and hear you recovers Stress equal to your Reputation.

WARRIORS

Your ancestors were warriors, spilling blood on battlefields on a hundred different worlds. Whether rank and file warriors, or officers leading from the front, your ancestry is filled with tales of martial prowess and glorious battle. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of martial prowess and add 1 to Security.
FOCUS: Example focuses for this House are: *Blades, Disruptors, First Aid, Hand-to-Hand Combat, Intimidation, Lead by Example, Strategy/Tactics.*
TALENT: Characters from this House may select the Ancestral Blade and Trained from Birth talents, described below.

ANCESTRAL BLADE (HOUSE TALENT)

Requirement: Member of <House>
You own an heirloom of your House, a blade which has been borne by your forebears into countless battles. Choose a bat'leth or a mek'leth; you own an exceptionally crafted version of the chosen weapon (alongside your standard issue gear), which inflicts +1 Stress compared to an ordinary one.



When you spend Determination on a task to attack or defend with the weapon, you regain that point of Determination if you inflict an injury during that attack. If the weapon is lost, however, you suffer an additional two negative influences on your Reputation roll for that adventure.

TRAINED FROM BIRTH (HOUSE TALENT)
Requirement: Member of <House>
The expectations of your House's legacy mean that you received the finest instruction in the ways of battle. When you make a Security task, you ignore the first complication rolled. In addition, if you are making an opposed task and using Security, you generate 1 bonus Momentum for each complication your opponent suffers. Bonus Momentum may not be saved.

SPACEFARERS

Your ancestors travelled amongst the stars. Whether aboard freighters and cargo ships or battling enemy vessels aboard birds-of-prey, the ways of warp drives and deflector shields are familiar to you. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of service in military or mercantile fleets and add 1 to Conn.
FOCUS: Example focuses for this House are: *Astronavigation, EVA, Evasive Action, Helm Operations, Shipboard Weapon Systems, Small Craft, Spatial Phenomena.*
TALENT: Characters from this House may select the Old Lessons and Well-Travelled talents, described below.

OLD LESSONS (HOUSE TALENT)
Requirement: Member of <House>
Your forebears had countless tales of exploits and adventures out on the farthest reaches of space, and they've taught you a few tricks for getting out of perilous situations. When you fail a Conn task, you gain a free d20 on the next Conn task you attempt.

WELL-TRAVELLED (HOUSE TALENT)
Requirement: Member of <House>
You and your House haven't just travelled across the Klingon Empire, but far beyond, and whether for war or trade you've become quite familiar with non-Klingon cultures. Gain two additional focuses, both of which should reflect the additional cultures you've learned about. In addition, you do not have to spend additional Glory when gaining an ally of another culture.

ENGINEERS

Your ancestors devised and refined the technologies that make the Klingon Empire work: warp drives and weapons and cloaking devices, and transporters. Even where technologies have been acquired from other species in trade or conquest, your House was one of those which strived to understand those technologies so that they could be used to better the Empire. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of technical accomplishment and add 1 to Engineering.

FOCUS: Example focuses for this House are: *Cloaking Devices, Computers, Disruptors, Electro-Plasma Power Systems, Metallurgy, Propulsion Systems, Transporters,Warp Drive.*
TALENT: Characters from this House may select the Family Secrets and Mechanical Insights talents, described below.

FAMILY SECRETS (HOUSE TALENT)
Requirement: Member of <House>
Your family has a number of well-kept secrets about the technologies they helped create or improve, and these have been passed down to you. Choose a single focus you have which represents knowledge of technology. When you use that focus on a task, you gain a free d20 on that task.

MECHANICAL INSIGHTS (HOUSE TALENT)
Requirement: Member of <House>
You grew up around advanced technology, and as a result have a familiarity with it that most lack, learning to take best advantage of a devices functions and malfunctions alike. When you suffer one or more complications on a task to use advanced technology, you may add 1 Momentum to the group pool for each complication suffered.

SCIENTISTS
Your ancestors were scientists, studying the unknown to unlock the secrets of the universe. While often dismissed by warriors, the society they live in would not be possible without the discoveries of your ancestors. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of academic and scientific study and add 1 to Science.
FOCUS: Example focuses for this House are: *Astrophysics, Botany, Chemistry, Geology, Physics, Quantum Mechanics, Temporal Mechanics.*
TALENT: Characters from this House may select the A Tradition of Discovery and Taught by Pain, described below.

A TRADITION OF DISCOVERY (HOUSE TALENT)
Requirement: Member of <House>
Your family has a long history of uncovering the unknown and capitalizing on the knowledge gained. Whenever you spend one or more Momentum on the Obtain Information Momentum spend on a task, you gain a free d20 on the next task you attempt which relates to one of the answers you received.

TAUGHT BY PAIN (HOUSE TALENT)
Requirement: Member of <House>
Your House values the power of knowledge, and especially knowledge won through hardship and suffering. When the gamemaster spends three or more Threat in one moment, you may immediately ask one question, as per the Obtain Information Momentum spend. This does not cost any Momentum.

PHYSICIANS
Your ancestors were physicians, doctors, and surgeons who prevented Klingons from being dishonorably slain by disease or infection, or who repaired their wounds when they were injured. Warriors have little regard for the science of medicine, but they are grateful at least for those who practice it. Even if you do not follow in their footsteps, the lessons of their lives continue to guide you.

DISCIPLINE: Characters from this House have a tradition of healing and add 1 to Medicine.
FOCUS: Example focuses for this House are: *Field Medicine, Genetics, Infectious Diseases, Psychiatry, Surgery, Virology, Xenobiology*
TALENT: Characters from this House may select the Trusted Hands and Physician's Eye talents, described below.

TRUSTED HANDS (HOUSE TALENT)
Requirement: Member of <House>
You've inherited the deft, dexterous surgeon's hands of your forebears. When you attempt a Medicine task to perform first aid or surgery, you may spend Momentum to ignore complications. It costs 1 Momentum (Repeatable) to ignore one complication.

PHYSICIAN'S EYE (HOUSE TALENT)
Requirement: Member of <House>
Thanks to many years of medical study, both theoretical and practical, you know the structure of bodies well, both to repair the damage done, and to deal the most damage. When determining how much Stress you inflict with a weapon, you may add your Medicine or your Security, whichever is higher.

House Temperament
Finally, the temperament of the House can be thought of as the traditional mood and character of the House and its most illustrious members. While individual members of a House are as varied as anyone else, most Houses generate a tendency towards particular attitudes and forms of behavior, which recur generation after generation as new scions pick up the habits of their forebears.

Each House Temperament provides +1 to each of two attributes, and +1 to a single discipline, which may be chosen freely by the character.

pII
Many of your ancestors are people of mighty presence and grand passions, and others were drawn to them for their larger-than-life exuberance and vigor.

ATTRIBUTES: Characters from this House add 1 to each of Fitness and Presence.
DISCIPLINE: Add 1 to any one discipline.

D20 Roll	House Temperament	Benefits
1-3	pIl: Enthusiastic, Active	Fitness +1, Presence +1; Increase one discipline by 1
4-6	QeH: Hot-Tempered, Ambitious	Daring +1, Insight +1; Increase one discipline by 1
7-9	buS: Thoughtful, Introspective	Control +1, Reason +1; Increase one discipline by 1
10-12	jot: Calm, Stoic	Control +1, Fitness +1; Increase one discipline by 1
13-15	Duj ngaDHa': Audacious, Reckless	Daring +1, Presence +1; Increase one discipline by 1
16-18	lurDech pab: Traditional, Unyielding	Insight +1, Reason +1; Increase one discipline by 1
19-20	Roll Again	

QeH

Your ancestors were conquerors, always looking for the next thing to claim, the next challenge to overcome. They were quick to anger, act, and judge the character and intents of others.

ATTRIBUTES: Characters from this House add 1 to each of Daring and Insight.
DISCIPLINE: Add 1 to any one discipline.

buS

Your ancestors may seem a little unlike the stereotypical notion of Klingons, but they had a reputation for wisdom and understanding, and always knew themselves.

ATTRIBUTES: Characters from this House add 1 to each of Control and Reason.
DISCIPLINE: Add 1 to any one discipline.

jot

Your ancestors were models of reserve and discipline, facing each new challenge with calm certainty and enduring suffering with a silent resilience which made them seem invulnerable.

ATTRIBUTES: Characters from this House add 1 to each of Control and Fitness.
DISCIPLINE: Add 1 to any one discipline.

Duj ngaDHa'

Many in your bloodline stood apart from the traditions that held them back and strove to do things that no Klingon had ever done, or which no Klingon would even think possible. Such boldness often came at a cost, but no victory worth winning was ever easy.

ATTRIBUTES: Characters from this House add 1 to each of Daring and Presence.
DISCIPLINE: Add 1 to any one discipline.

lurDech pab

Your ancestors have adhered to tradition and the established way of things like few others, and even changes in culture accepted by the rest of the Empire were slow to take hold within your House. Yet, while some might see this as obstinacy, your ancestors were also implacable and unyielding, seeing themselves as guardians of history and custom, preserving all that Klingons once were.

ATTRIBUTES: Characters from this House add 1 to each of Insight and Reason.
DISCIPLINE: Add 1 to any one discipline.

Finishing Touches

Once those three decisions have been made, House creation is nearly complete. Only a few last details remain to be sorted out.

House Attributes

Each House has three attributes, which are used to represent the resources and capabilities of the House. Like a character's attributes, these typically range from 6 to 12.

- **Influence** represents the political power of the House. This covers the House's ability to call in favors and assistance from allies, to gain information on rivals, and to shape Klingon politics in a larger sense. Klingon Houses with a high Influence may have seats upon the High Council, or some comparable level of sway with the highest levels of society.

- **Might** represents the House's military power. This will range from guards and other House troops, to a squadron or two of ships, up to entire fleets at the highest levels. It also covers the House's abilities to call upon the military power of allies. Mobilizing a military against another House directly is uncommon outside of civil wars and territorial skirmishes, but the ability to pledge or deny ships to a cause can provide a great deal of power.

- **Wealth** represents the House's trade and economic power. This may stem from raw materials, manufacturing capability, merchant ships, or a variety of other things. Klingons don't typically like talking about economics – money is considered a cowardly, dishonorable method of overcoming challenges and defeating foes, more befitting a Ferengi rather than a Klingon – but that doesn't stop them from using it to influence those around them.

A starting Klingon House starts with all three attributes at 6, and divides a further 6 points among them, allocated however you wish.



HOUSE REPUTATION

A House's Reputation functions in essentially the same way as that of a character. At character creation, a character and their House have the same Reputation – if the character has a Reputation of 3, then so does their House. After this, a House's Reputation may change independently of that of any characters who belong to it.

HOUSE LEADERSHIP

Each House has a single leader. Strictly by Klingon tradition, the eldest son of the previous leader rules upon their predecessor's death, but there have been countless instances throughout Klingon history where this hasn't been the case, and such exceptions only grow more numerous with the passing of centuries, much to the discontent of those already in power.

If only one player character belongs to a House, then this is easy: the player character can be the leader of their House or not at their discretion, though a character with the Untapped Potential talent cannot be the leader of their House (though they may be the leader's heir) at character creation.

If there are multiple player characters belonging to the same House, establish an order of succession amongst them, by whatever means are agreeable. The characters are all part of the same extended family (note, this does not require them to be related by blood, as Great Houses often adopt honored friends and trusted advisors), but some are more connected to the House's leader than others.

Note that the order of succession within the House does not have to match rank or status elsewhere: it has been known for siblings to outrank one another in different circumstances, where one is of higher military rank while another leads their House.

A House is named either for its current leader, or for a significant past leader. As the name of a past leader is often reused within a family line, a House may have a name which is both current and historical. Regardless, the normal naming conventions for characters (page 113) can be used again here.

The House in Play

How a House affects character creation is only one part of it, however. A Klingon's House is an enduring part of the way they go about daily life, and the Great Houses have influence far beyond merely their own members.

During play, a House has a number of standard effects and functions. In addition, you may use the milestones, Glory, and Shame a character accrues to influence the House to which they belong.

Normal Uses

There are a number of common effects which apply to characters who belong to a Great House.

- As noted earlier in this section, each character who belongs to a Great House will have the House's name as an additional character trait, in the form of "House of…"; if the character is the leader of their Great House, then they may have "Leader of the House of…" as a Trait instead.

- Whenever you encounter another Klingon of a Great House, roll 1d20 on the following table; a low roll means that the other House respects yours, a high roll means that they are a rival.

Respect or Rivalry

YOUR HOUSE'S REPUTATION	OTHER HOUSE'S DISPOSITION	
	RESPECT	RIVALRY
1	1	20
2	2 or less	19 or higher
3	3 or less	18 or higher
4	4 or less	17 or higher
5	5 or less	16 or higher

- You may attempt to call upon your House's connections or resources, employing them to aid you. When you do this, create a target number by adding together one of the House's attributes and the House's Reputation, and roll a single d20, as per the rules for assistance: in essence, your House may assist you on tasks you attempt, if the task would involve or benefit from the resources and connections your House has.

- You may introduce one additional supporting character per adventure, who must represent an advisor, retainer, bodyguard, or junior member of the House.

- The gamemaster may use your House as a way to introduce plotlines, story details, and even complications for you: being part of a Great House often means solving problems.

House Advancement

As already noted, you may use your milestones and your Reputation rolls to affect your House. If multiple player characters belong to the same House, only one character per adventure may improve the House using a milestone or Glory, though all characters belonging to that House may spend Shame on their House.

The character who is highest in the line of succession (starting with the leader, if they are a player character) is given the option to affect their House first, and if they refuse, the opportunity passes to the next in line, and so forth until the option is taken or every character of that House has been asked.

- A character may use a **milestone** to alter a House's attributes, reducing one attribute by 1 to increase another by 1. No attribute may be increased to more than 12, nor may any attribute be reduced to less than 6.

- A character may use a **character arc** to increase one of the House's attributes by 1, to a maximum of 12.

In addition, there are a number of ways that Reputation can affect your House.

- **If your Reputation is lower than that of your House,** you suffer one additional negative influence on all Reputation rolls: you are seen as disgracing your House.

- **If your Reputation is greater than that of your House**, you gain one additional positive influence on Reputation rolls: you are seen as elevating your House.

- **Forge Alliance:** You may spend **Glory** to secure another House, encountered during the adventure as an ally. This costs 3 Glory for another Great House, 4 Glory for a House with a High Council seat, or 2 Glory for a lesser House.

- **Increase Standing:** You may spend **Glory** to increase your House's Reputation by 1, spending Glory equal to the House's existing Reputation. This may only be done once per adventure.

Who's In Charge?

Leadership of a Great House can be a matter of grave importance, and there are numerous ways that it can change. A few are noted below.

- **Death** is the ordinary one. The previous leader dies, and the next in line takes their place. A House with no obvious heir may become nameless until succession can be determined.

- **Conquest** allows a more powerful House to claim the lands and resources of another House. Normally done to eliminate a rival House, especially one with no surviving heir.

- ***Brek'tal*** applies when a House leader with no heir is slain honorably; the leader's widow may choose their former husband's killer as their new husband. There's no requirement to do this: the choice is entirely at the widow's discretion.

- Similarly, ***special dispensation*** can be granted by the Council to the widow of a slain leader to lead the House on their own, if they have no heir and the former leader died ignobly or accidentally.

- A trusted advisor of a House – known as a **gin'tak** – may challenge the leader of a House if they believe that the leader is unfit to rule, in a rite known as *ya'nora kor*.

- If an heir is not of age, then it may be necessary to have others – advisors or the former leader's siblings – rule in the heir's stead.

Example: Son of the House of Ja'roq

Sam is creating a new character, who will belong to a Great House. So, he'll need to create the Great House first.

Firstly, he determines the House Status. He rolls a d20, rolling a 6. This signifies that the House is old, but also that it's currently rising back to prominence. It adds 1 Daring and 1 Presence to any character belonging to it, and provides a few suggested values for those characters.

Next, the House's Legacy. Another d20 roll produces a 10. This means the House's wealth and power come from technology, and they have a long history of engineers and inventors. Characters from the House have +1 Engineering, an appropriate focus, and access to the Family Secrets and Mechanical Insights talents.

Finally, the House's Temperament. The roll of a d20 comes up as 14, meaning a House with a tendency towards audacity and recklessness – a volatile combination with advanced technology, but also one that could produce considerable benefits. This also adds 1 to the Daring and 1 to the Presence of characters from the House, and a free +1 to any one discipline.

With these details sorted, it's on to the finishing touches. Sam chooses the House's attributes. They all start at 6, and he puts 1 in Might, 2 in Influence, and 3 in Wealth, for Influence 8, Might 7, and Wealth 9. The House also has a Reputation of 3.

Sam also decides that his character is the eldest son, and heir to the House, but not yet its ruler. He chooses a name for the House next: the House of Ja'roq.

- **Ascendancy:** You may spend **5 Glory** to see your family elevated to the status of Great House, if you were not part of a Great House before. Create a Great House, using the method outlined earlier in this section. As your character has already been created, you do not gain any of the Lifepath benefits of the House, though you do now have access to House talents.
- **Highest Status:** You may spend **5 Glory** to secure a seat upon the High Council. Any adult member of the House may take the seat on the House's behalf (this should normally be an NPC member of the House unless the game focuses on High Council politics). You may expend 5 Shame to lose this benefit.
- **Incite Division:** You may expend **Shame** to gain the enmity of another House. This uses 3 Shame for another Great House, 4 Shame for a House with a seat on the High Council, or 2 Shame for a lesser House. If you use this on a House who are already rivals or enemies, it escalates their actions against your House, creating a lasting feud or even war.
- **Reduce Standing:** You may expend **Shame** to reduce your House's Reputation by 1, using Shame equal to the Reputation your House previously held. This may only be done once per adventure.
- **Disgrace by Association:** If there are other player characters who belong to the House, you may stain their reputation by association, counting as one extra negative influence on their Reputation roll. This must be used before they have made their roll, and it uses 2 Shame.
- **Dissolution:** You may expend **5 Shame** to see the House dissolved, its lands and resources stripped. All members of the House lose the trait from their House, and immediately reduce their Reputation by 1. The House ceases to exist, and can provide no further game benefit, though benefits which it has already provided (such as talents) will remain as long as they do not require the House's ongoing existence.



CHAPTER 05.00

WEAPONS AND TECHNOLOGY



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CHAPTER 05.10

WEAPONS AND TECHNOLOGY

TECHNOLOGY

"THE WIND DOES NOT RESPECT A FOOL."

– EMPEROR KAHLESS II

TECHNOLOGY OF THE EMPIRE

The technologies of the 22nd, 23rd, and 24th centuries are miraculous, allowing beings to test the limits of their individual potential and explore the unknown frontiers of understanding. But, it must be remembered that technology itself is merely a tool, and like all tools, what matters is how it is used: not only the proficiency with which the tool is employed, but also the purpose the technology is put toward.

Technology in ***Star Trek Adventures*** is handled with this philosophy in mind: a device is only useful if it enables a being to achieve something useful. *Star Trek* is brimming with a dizzying array of sophisticated technologies, but these technologies are, really, only there to serve the needs of the users.

COMMON EQUIPMENT

The Klingon Empire and its ally, the United Federation of Planets, represent societies where few things are scarce. Many common items can be replicated or assembled from replicated components, meaning that people are seldom in situations where the right tools for a specific activity are unavailable.

In game terms, most ordinary items of equipment take the form of an advantage, where the item's name is the name of the **advantage**. Advantages are described on page 74, but in summary, an advantage allows the owner to attempt tasks and activities that they would not normally be able to attempt, or reduces the Difficulty of a task by 1. A tricorder, for example, enables the character to try the things that a tricorder would logically let them do, and makes easier the things that a tricorder would assist them with.

Fundamentally, this means that most equipment items do not have specific rules. Descriptions for a wide range of common items can be found later in this chapter, to provide players and gamemasters with guidance on how they work and how they might be used.

OBTAINING EQUIPMENT

Acquiring most items is not particularly difficult. Even a small warship is large, and has many conveniently-located storage compartments containing a wide variety of commonly-used tools. Replicators can produce other items, or parts for those items, in a matter of moments.

A character always has access to their standard issue equipment: the items that the character is granted as part of character creation. The presence of those items is assumed, and characters don't need to say anything or take any additional action to be carrying those items. In addition, some items will be necessary for the task ahead; the gamemaster grants these items for free. A common example of necessary items includes environment or EVA suits, without which a character simply cannot survive in certain environments.

Characters wishing to take or use items beyond this must retrieve them from storage, replicate them, or otherwise spend a little time to collect them.

- If the situation is not time-sensitive, or where the situation cannot get worse by spending time preparing, this can be done for free: the character states which equipment they wish to obtain, and they obtain it.
- If the situation is time-sensitive, or where the situation could deteriorate by spending additional time preparing, obtaining equipment is costly: the character states

STANDARD ISSUE

A few items are so ubiquitous amongst Klingon personnel that the rules assume their presence as a matter of course. The items a character gains as standard-issue equipment during character creation are regarded this way.

It falls to the gamemaster to determine whether a given item's effects are assumed (and thus already included in the Difficulty of a task, or the ability to attempt the task in the first place), or if using the item will affect the task further. If an item's effects are assumed, then the absence of that item will make tasks more difficult, or even impossible, equivalent to a **complication**.



which item they wish to obtain, and then must spend Momentum to retrieve it.

OPPORTUNITY COST

Spending Momentum to obtain an item is regarded as an **opportunity cost**: time spent gathering extra items steals away potential opportunities that the crew may have, or even creates opportunities for the situation to get worse. Whenever an item has an opportunity cost, it will be listed as **Opportunity X**, where X is the amount of Momentum that must be spent to obtain the item. Opportunity costs are an Immediate Momentum spend (see page 82) – the Momentum spent does not have to come from a successful task, and it can be paid for from the group's saved Momentum or by adding to Threat.

ESCALATION COST

Some items – most commonly weapons, destructive equipment, or anything that signifies aggression – may have an additional or different cost. This is called an **escalation cost**, and it is paid by adding to Threat, to reflect potentially escalating an uncertain or dangerous situation. Items with an escalation cost will be listed with **Escalation X**, where X is the amount of Threat added when the item is obtained.

A given item may have both an opportunity cost and an escalation cost.

CARRYING CAPACITY

Characters can only carry so much at any one time. In addition to their standard equipment, and any equipment the character is wearing, a character may carry up to two items at once, or a single large item (or two-handed weapon). A character may also wear a single suit (armor or an EVA suit). A character may try to carry more than this, but each additional item imposes a complication ("*Overburdened*" or something similar) on the character, which will hinder the character's physical activities and may prevent them from taking certain actions (you can't wield a weapon if your hands are full, for example).

OBTAINING MULTIPLE ITEMS

When a character obtains an item, they obtain one copy of that item. If they wish to obtain additional copies, they must pay the opportunity cost for each copy of that item individually.

Escalation costs are not increased in this manner. A single escalation cost is paid regardless of how many copies of a specific item is obtained, but if a character wishes to obtain multiple different items, they must pay the escalation cost for each of those different items, where applicable.

Unusual Equipment

Some items cannot be obtained quickly or easily. They may require specialized components or rare materials that cannot be replicated, or the designs for them may not be readily available. In some cases, the tools necessary to achieve a specific goal may only be theoretical, requiring someone to invent the technology needed. It may even be that the characters have been isolated from their normal gear, and must spend time and effort fashioning rudimentary tools.

In these situations, obtaining the right equipment for a job is a task, or perhaps even a challenge or extended task. This is especially the case where an objective cannot be completed, or an activity cannot be attempted at all, without the use of a specific technology. Like most equipment in ***Star Trek Adventures***, such an item may only be an advantage, but gaining that advantage is a significant hurdle that must be overcome before any progress can be made.

The gamemaster's discretion applies with regard to unusual equipment of this sort, in determining how the characters may need to go about acquiring or constructing the equipment they need. This could take many forms – negotiating the use of technology from its creator, designing or inventing the technology to fabricate, or figuring out a way to modify existing technology – and doing so could even serve as the core objective of several scenes or even entire missions.

Personnel

While not technically equipment, the personnel aboard a warship can be used in a comparable manner – a team of warriors or engineers can help a character, making tasks easier or allowing them to attempt activities that they could not perform alone. And, just like equipment, characters can obtain assistants like this with relative ease, so long as they're willing to take the time to gather those personnel.

A team of personnel – a half-dozen or so beings from a single department aboard the ship – can be obtained in the same way as a piece of equipment. It serves as an advantage in the same way as an item of equipment, with the name of the advantage noting the primary specialty of the team (such as medical team or repair team), and has an opportunity cost of 1.

Security teams, which are more likely to be useful in combat as they are routinely armed, also have an escalation cost of 1.

Personnel used in this way are distinct from supporting characters – a team advantage represents a group of assistants in a simple manner, while a supporting character is a distinct individual with more involved rules (see page 124 for more information on supporting characters).

Innovation

While the equipment aboard a warship, and that carried by its personnel, is capable of being used in a variety of ways, a skilled engineer knows that there's always more to a tool in the right hands. Using technology in an unusual way, or pushing the capabilities of that technology beyond its normal limits, are a common part of an engineer's role. Similarly, devising ingenious solutions to unusual problems is part of the engineer's skill-set. These creative solutions can provide options that a crew might not have in a difficult situation.

Innovation is about providing options for other tasks and challenges. Innovation allows a character to push the limits of existing technologies, often to create new or greater functionality for some form of technology, such as using a warship's navigational deflector to project streams of high-energy particles, or increasing the range and effectiveness of a transporter system.

As these uses aren't standard, they can come with some form of cost above and beyond the time and tasks or challenges needed to make the changes. These nonstandard uses of technology could draw disproportionate amounts of power, or put a strain on the system being modified, or require that some other systems be disabled to create the new effect.

A need for innovation may stem from a new scientific discovery, such as those explained in *Chapter 7.70: The Final Frontier,* and technically-minded characters may embark upon an innovation immediately after making a discovery.

This kind of innovation requires a few additional considerations, and has a few steps:

- **Design:** What purpose the innovation will play, what it is intended to do, and the way it fulfills that role.
- **Development:** The gamemaster defines some condition for the innovation, and then the characters roll to determine the outcome.
- **Prototype:** The innovation is completed, though it will have some manner of cost or consequence.

DESIGN

The first step in any innovation is for the characters to determine what they want to do. They should think about what effect they wish it to have upon the situation, whether enabling some new option or opportunity, removing an option or opportunity from an opponent, or preventing some escalating peril. Whatever the characters come up with at this point is the basis for everything that follows.

Once the characters have defined the intended purpose of the innovation, they need to define the way it will achieve that purpose. This doesn't have to be precise or accurate

science, and should really be some manner of vaguely-intelligible "technobabble" – the most important part is that it makes some sense in story terms, and that the explanation sounds like it makes sense. The accurate science isn't a concern for the players – the characters should all have expertise enough to know the specifics.

At this point, the characters should define what system or existing technology the innovation will build upon. The farther the purpose (what the innovation wants to achieve) or scale (how big the effect is) is from the normal function of that technology, the more difficult everything else in this process will become, and some innovations may be deemed impossible if the technology and the outcome are too far apart in terms of function or scale.

DEVELOPMENT

The gamemaster then defines a cost for the innovation. This will come in the form of some narrative requirement, an amount of time, the support of personnel, some limited resource, some physical or geographic need (being in the right place), or anything else the gamemaster feels is appropriate. The type and scope of this cost should partly reflect the difficulty of the overall innovation, and how big a conceptual gap exists between the basic technology and the intended result, and particularly complex innovations could have multiple costs. However, the costs should be achievable – they should make the problem challenging, not impossible.

- **Time:** The innovation may be entirely possible, but it'll take a while, and in that time, the situation may grow worse or other problems may arise. The innovation won't be rendered useless by the time, but the delay can cause other issues, and will require the engineer's attention for the whole duration, preventing them from getting involved in other activities.

- **Materials:** Some aspect of the innovation requires a rare, difficult-to-access, restricted, or otherwise hard-to-acquire material resource. Obtaining that resource could end up being a task or challenge.

- **Personnel:** The innovation requires more than one person to work on it. In the simplest terms, this might mean obtaining an engineering or scientific team to work on the innovation (see the "Personnel" sidebar, page 148), for however long it takes, or using a supporting character. It may even require another player character or an important NPC to be involved, taking up their time and effort towards the completion of the innovation. In more complicated situations, it might need specialist input, requiring the contributions or even presence of a noted expert in a specific field, and this may pose difficulties if they have conditions for their assistance, possibly requiring social conflict to convince them to help.

- **Location:** The innovation can only be completed in a specific place, due to being built upon some immobile facility or reliant on certain spatial or subspace conditions, or some other quirk of location. Gaining access to that location may be tricky, but that's not the only way that location can be a problem – it also means that it cannot be relocated in the face of an enemy attack, or that circumstances in that location pose a time limit all their own due to a shifting or perilous environment.

At this point, the characters should attempt to create a final schematic for the innovation. This will invariably be a task, or perhaps an extended task if the work is perilous or time-sensitive, and it should use the Engineering discipline. It should also use the Success at Cost rules (page 79) – you can't really fail at this stage, but the result may not be quite as was hoped. The gamemaster should set the Difficulty as normal, accounting for the costs already paid, and should also determine the number of complications that occur on a failed task.

The gamemaster should keep track of the number of complications which occur as a result, but should not define what they are immediately: they apply in the next stage.

PROTOTYPE

A prototype of the innovation has been created and assembled, and is ready to be used for its intended purpose. It serves as two advantages for whatever purpose the device was designed to fulfill, and it can be used as soon as the characters need it. However, nothing created in this way is perfect – the character is using technology in ways outside the normal design parameters, often while under pressure and with limited resources. This is a very different experience from designing a system from scratch under laboratory conditions, and nothing ever goes entirely to plan here. There are invariably some issues that make the innovation less convenient to use, and this is the point where the gamemaster determines what they are and reveals them to the characters.

The drawback(s) are up to the gamemaster to determine, and the number and severity of these drawbacks should be based on the complexity of the innovation, as well as on the number of complications generated on the task or obstacle during the previous stage. Examples include:

- **Extremely large and bulky:** The innovation's final form is big, often to a point where moving it into position becomes difficult. This should require a task to get the innovation into position before it can be used. The more complications put toward this drawback, the more difficult the task.

The technology used in the Empire has varied in sophistication across the centuries, with warship crews often field-testing the latest technologies.

ENTERPRISE ERA

While some Federation historians and Starfleet engineers will have you believe that the United Earth Starfleet in the 2150s and 2160s made use of cutting-edge technology, the simple reality is that Klingon ships of the era were faster, better armed, and more effectively crewed than most other species' ships in the era. Klingons also made use of tractor beams ahead of Starfleet, which had to resort to cable grapplers in the *NX* class's early days. Klingon deflector shields were also superior to the *NX* class's polarized ship hull plating. Klingon boarding parties were well-armed with timeless technology – *bat'leths* and a myriad of other bladed weapons, and the ubiquitous disruptor pistol, which has undergone only modest enhancements over the centuries and remains one of the most powerful ranged hand weapons in use.

When it comes to Federation technology of the time, the phase pistol and particle rifle are standard weaponry, preceding the introduction of phasers. Early scanners – similar to the more advanced tricorders that would replace them – aid Starfleeters in studying phenomena and analyzing problems. The universal translator was also invented in this time, but it was experimental at first; the linguacode translation matrix developed by noted Starfleet's exo-linguist Hoshi Sato made the universal translator much more reliable. When it comes to sustaining the crew on a long journey, protein resequencing allowed a starship to synthesize a range of different foods.

THE ORIGINAL SERIES ERA

A century after the founding of the United Federation of Planets, many of the technologies that were new at that time had become commonplace. Warships capable of achieving Warp 8 were the Empire's ships of the line, and disruptor cannons, photon torpedoes, deflector shields, and tractor beams are all part of a warship's standard load-out. Transporters capable of transporting people are ubiquitous and warriors transport to and from a planetary surface more often than they use a shuttle.

Personnel carry disruptors and tricorders regularly, and the universal translator is much more compact, with versions built into communicators. Food synthesizers allow the near-instantaneous production of a wide range of foods on command, though such devices are rarely used on board warships, as Klingon crews prefer authentic food prepared by a living chef.

THE NEXT GENERATION ERA

By the 24th century, most of the technologies commonplace a hundred years earlier had been refined further. The biggest differences in technology in that time are the introduction of interactive holography and the widespread adoption of replicators by many cultures.

Holography, specifically within holodecks and holosuites, allow realistic simulations of environments, situations, and even people to be created for training, study, or recreation. As the technology grows more advanced, the creation of holographic entities such as the Federation's Emergency Medical Hologram becomes possible, and holoemitters can simulate matter on a molecular level, producing near-perfect simulacra of people and places. Holodecks and holosuites are rarely found aboard Klingon vessels, due to the power requirements, but some Klingon outposts and space stations do feature a few for training purposes.

Replicators – as an outgrowth of transporter technology – are a revolutionary advantage, allowing inanimate objects to be recreated instantly, accurate to a molecular level. This allows food to be created, but also a great many other common items, and those same items can be recycled by placing them back into the replicator and dematerialized. Replicators are also used to provide life support: dematerializing surplus carbon dioxide and replacing it with oxygen to maintain a breathable atmosphere, and replicating all the water needed aboard ships and space stations, while dematerializing waste. The most sophisticated replicators – operating at the same quantum level as personnel transporters – can even replicate tissue for organ transplants, blood transfusions, and other medical purposes, though this takes much more power and computing resources.



- **Massive power requirements:** The innovation needs vast quantities of energy to function, and may need to be hooked up to powerful reactors such as a warship's reactor core. This could hinder the function of other devices drawing from the same power source – you can't use the warp drive if power from the reactor core is being diverted to some innovative-but-power-hungry creation. Using the innovation should require the expenditure of at least one point of power from some source. The more complications put toward this drawback, the more power the innovation requires.

- **Distinctive energy signature:** The innovation's output produces an obvious and easy-to-detect signature that can potentially draw unwanted attention or make stealth impossible. The more complications put toward this drawback, the more potent the signature and the easier it is to detect.

- **Burn out:** The innovation puts a lot of strain on the systems being used. The innovation can only be used a limited number of times, and in the process, it causes damage to the systems it was built upon. This may mean that the process of using the innovation may require repairs to restore the underlying technologies after the innovation has been used. The more complications put toward this drawback, the more quickly the system burns out, allowing fewer uses.

- **Mutually exclusive:** The innovation so thoroughly alters the normal function of the underlying technology that it will take time and effort to restore the system to its normal working state after use. This may not require a task (or require a Difficulty 0 task), but it will take time, and prevent characters from making use of the technology's normal function until it has been restored. The more complications put toward this drawback, the more difficult and/or time-consuming it is to restore the system's normal function.

Advanced Technology

At times, the normal rules for equipment and technology may not be entirely satisfactory. This might be because the technology involved is especially complex or unusual, because it varies from the norm in some notable way, or because it is specialized or especially suited to a certain activity.

This section provides guidance for the gamemaster, but it is presented here so that players can see the possibilities and suggest instances where they may be relevant.

Generations of Technology

Most of the well-known cultures found in the Alpha and Beta Quadrants have traveled the stars for centuries, and have a long history of both conflict and cooperation. While many staples of modern technology – warp drive, transporters, directed energy weapons – have existed for generations, the sophistication of those technologies has increased over time as new generations developed and advanced those technologies.

During a normal mission, characters will mostly have access to the technologies of their era: their disruptors, tricorders, communicators, and their ship will all use contemporary technology. However, some situations – including the ever-problematic time travel – can bring characters into contact with technology decades or even centuries more advanced, or less advanced, than the devices they are accustomed to.

More Advanced

Technology from the future is typically far more sophisticated and capable than the devices that preceded it. Similarly, some advanced alien cultures may have technology that appears miraculous even to the most sophisticated devices that the Empire has ever created. This might take a few different forms:

- **Unprecedented Technology:** The device or technology has no equivalent, and achieves something that familiar technology cannot. An iconic example of this would be the mobile holoemitter used by *Voyager*'s Emergency Medical Hologram, derived from 29th century technology. This can be achieved with an advantage, as with most devices – what differs is what the advantage represents and enables, which is something beyond the reach of the technologies that the characters normally interact with. This technology may not be easy to reproduce, or it may be difficult or even impossible to repair if damaged.

- **Later Generation Technology:** The device or technology is of a familiar type, but several decades, or even centuries, ahead of familiar examples. This can easily be handled by applying one or more extra advantages onto the device: it does the same thing as contemporary versions, but better, faster, and more effectively, as well as having features and capabilities that may only be theoretical for a contemporary version. A good example of this would be the tricorders of the 29th century's Starfleet, which can detect and monitor things which a 24th century tricorder cannot, and which is a more effective device overall. Again, this additional advanced functionality may make the device harder, or even impossible to recreate, or it may mean that it cannot be repaired if it malfunctions or suffers damage.

- **Unfamiliar Designs:** A possible consequence of handling advanced technology is that it is unfamiliar – it may have components or design elements that may be partly or entirely unrecognizable to those trying to use or examine the device. This could serve as a complication, increasing the Difficulty of, or making impossible, certain tasks involving the device, but that may run counter to the benefits of the technology,

and make an advanced device seem less "special." Instead, consider increasing the complication range of tasks involving the device, making it more likely that something will go wrong.

Less Advanced

Technology from the past, or from cultures whose technology has not yet reached the level of the major powers of the Alpha and Beta Quadrants, is not commonly used, simply because it is less effective and less functional than the devices that Klingon warriors will normally have access to. However, circumstances may conspire to deprive characters of their customary tools, requiring them to rely on devices that are less sophisticated.

- **Last Generation Technology:** The device or technology is a century or two out of date, or is otherwise equivalent to technology used earlier in the Empire's history, but it's still the technology of a culture capable of interstellar travel. It might be less refined, or less accurate, less sophisticated, or have a more limited range of functions than its modern counterparts. This can be mostly represented by the gamemaster applying the device's advantage in a more limited fashion, but it could also be handled by imposing an increase to the complication range of any tasks involving the device – increase the complication range by 1 for each step the Difficulty of the task is above 1 (so a Difficulty 4 task would increase the complication range by 3), as the more challenging uses are often those that older devices struggle to perform.

- **Pre-Warp Technology:** The technology of pre-warp cultures – and of Klingon worlds before the invention of warp drive – covers a broad range of possibilities, but in this context, it applies to technologies roughly equivalent to those of Earth during the 18th, 19th, 20th, and 21st centuries. The likes of tricorders, post-warp computing, subspace radio, and similar advanced devices don't have any direct counterparts, and creating anything more advanced than the "background" level of technology will typically require some manner of invention (using the innovation rules on page 148).

- **Primitive Technology:** Pre-industrial technology is even more limited than that of industrialized pre-warp cultures. In these situations, characters may need to work hard to even produce tools equivalent to that of later centuries, turning simple raw materials into basic tools. This may require tasks, or it may require something more involved – challenges, extended tasks, or use of the innovation rules.



PRONUNCIATION: *bortaS blr jablu'DI' reH QaQqu' nay'.*
TRANSLATION: Revenge is a dish which is best served cold.



CHAPTER 05.20

WEAPONS AND TECHNOLOGY

COMBAT GEAR

"A SHARP KNIFE IS NOTHING WITHOUT A SHARP EYE."

– KOLOTH, DAHAR MASTER

This section provides descriptions of a range of melee and ranged weapons and types of armor in use by Klingon personnel and other cultures in the Alpha and Beta Quadrants. Weapons, protective gear, and other items used in combat have additional rules above and beyond simply being treated as an advantage. These descriptions identify the weapon's effects and qualities, game statistics, and armor ratings.

WEAPONS

Weapons and other forms of attack, as well as the damage caused by hazards, have a few common traits and values that determine the specifics of how they function. The key elements of a weapon are what type of weapon it is, its Stress rating, the size of the weapon, and any qualities it possesses that influence how it is used.

- **Type:** Melee or Ranged, determining how the weapon is used.
- **Stress Rating:** A number of , and possibly one or more Stress effects that trigger when effects are rolled. All weapons gain additional to their Stress rating equal to the Security discipline of the character using the weapon.
- **Size:** Weapons will either be one-handed (1H) or two-handed (2H). A 2H weapon can be used in one hand to make an attack, but the Difficulty of the task increases by 1.
- **Effects and Qualities:** These are additional rules, providing additional restrictions or benefits that apply to the weapon's use.

STRESS EFFECTS

The following abilities provide additional benefits whenever an effect is rolled on the (see Challenge Dice on page 72). Whether one or more effects are rolled, all Stress effects that apply to that attack are always triggered.

- **Area:** The attack affects a wider area, and can affect several targets at once. The attack automatically affects any character or damageable object within reach of the initial target, and then one additional target within Close range of the initial target for each effect rolled, starting with the next closest (as determined by the gamemaster). If any complications are rolled when using an area attack, the gamemaster may choose to use complications to have an ally in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Intense:** The attack is designed to inflict massive harm on a target, incapacitating them far more swiftly. The cost to Avoid an Injury caused by an intense weapon increases by 1 for each effect rolled.
- **Knockdown:** If one or more effects are rolled on this attack, then the target is knocked prone. The target may resist this effect by adding a number of points to Threat equal to the number of effects rolled (remember that NPCs spend points from Threat instead of adding to Threat).
- **Piercing X:** The attack ignores X points of the target's total Resistance for each effect rolled.
- **Vicious X:** The attack inflicts X additional Stress for each effect rolled.

QUALITIES

The following additional qualities alter the way the weapon functions, some in positive ways, others by applying restrictions.

- **Accurate:** The weapon is especially precise, often incorporating additional sights that allow the user to use the weapon more accurately. If the character performs the Aim minor action before making an attack with this weapon, then any number of d20s may be re-rolled, instead of the normal benefits of aiming.
- **Charge:** The weapon has an adaptable energy supply, allowing its potency to be scaled to various levels. If the character performs a Prepare minor action before attacking with this weapon, they may add one of the following weapon Stress effects to the attack: Area, Intense, Piercing 2, or Vicious 1.

- **Cumbersome:** The weapon takes patience and precision to use effectively. The weapon cannot be used to attack unless a Prepare minor action is performed during the same turn.

- **Deadly:** The weapon is designed to be lethal; if the character attempts to make a non-lethal attack with this weapon, the Difficulty of the attack increases by 1.

- **Debilitating:** Medicine tasks to perform first aid on characters injured by this weapon, or to heal injuries caused by this weapon, increase in Difficulty by 1.

- **Grenade:** The weapon is a throwable explosive or energetic device, normally carried in small quantities. It cannot be used to make attacks against an enemy at long or extreme range. A character with a grenade weapon has sufficient grenades to make three attacks with it during a scene.

- **Hidden X:** The weapon is easy to conceal, or designed to be disguised as something else. When the weapon is hidden, any search of the owning character requires an **Insight + Security** or **Reason + Security** task, with a Difficulty of X, to locate the weapon. A character may use a minor action to conceal a Hidden weapon.

- **Inaccurate:** The weapon is imprecise and clumsy, and very little can be done to change that. The character gains no benefit from the Aim minor action when making an attack with this weapon.

- **Non-Lethal:** The weapon is crippling, rather than deadly; if the character attempts to make a lethal attack with this weapon, the Difficulty of the attack increases by 1.

Melee Weapons

Nearly every sentient species at one time in their history has developed weapons capable of breaking limbs or cutting flesh. Some of these weapons were culturally important to those species and have remained in use even after that culture entered the wider interstellar culture.

- Every character has the means to make an **unarmed attack**, striking with fists, feet, knees, elbows, head, or otherwise using brute force without a weapon. Countless martial arts, such as Klingon *Mok'bara*, Vulcan *Suus Mahna*, and Human styles like boxing or *aikido*, exist to allow individuals to hone their ability to disable foes without weapons.

- Bladed weapons such as the **knife** or **dagger** continue to be useful as tools or for close combat situations. Developments over the centuries in materials science have given these weapons continued use in nearly every service as backup weapons or as tools that can be used in lieu of more specialist equipment.

- Larger **blades** such as the Klingon mek'leth, Andorian ushaan-tor, or various forms of sword, provide more of a symbolic use, but still are used in sports or combat, depending on the skill and inclination of the individual.

- **Heavy blades** like the Klingon bat'leth, Jem'Hadar kar'takin, and Vulcan lirpa only see use in heavily ritualized combat or in situations where hand-to-hand combat is almost assured.

- **Bludgeons** – ranging from improvised blunt objects to batons, cudgels, and maces – are a useful way of fending off aggressors or disabling enemies. This profile can also be used for any two-handed ranged weapon, wielded as an impromptu club.

Disruptors and Other Energy Weapons

Disruptor and plasma weapons typically use a high-density power cell to provide power, or an energy source of similar capacity. Pistols can be held in a single hand, while rifles tend to need the use of two hands to properly balance and aim. These weapons are typically less versatile than phasers, but inflict significantly more damage; their brutal simplicity makes them more appealing to those who seek a weapon more than a tool. The modular disruptor pistol variant is favored by Imperial Intelligence operatives for its concealability potential – the components are easily disguised as parts of the standard Klingon armored uniform.

- **Disruptor** weapons rely on extremely high energy particle discharges that will burn or boil targets at the lowest settings, and can disintegrate a target if enough energy is applied.

- The **plasma** weapons used by the Dominion's Jem'Hadar soldiers cause severe burns and death through thermal shock, and incorporate an anticoagulant effect that makes injuries inflicted by them far harder to treat.

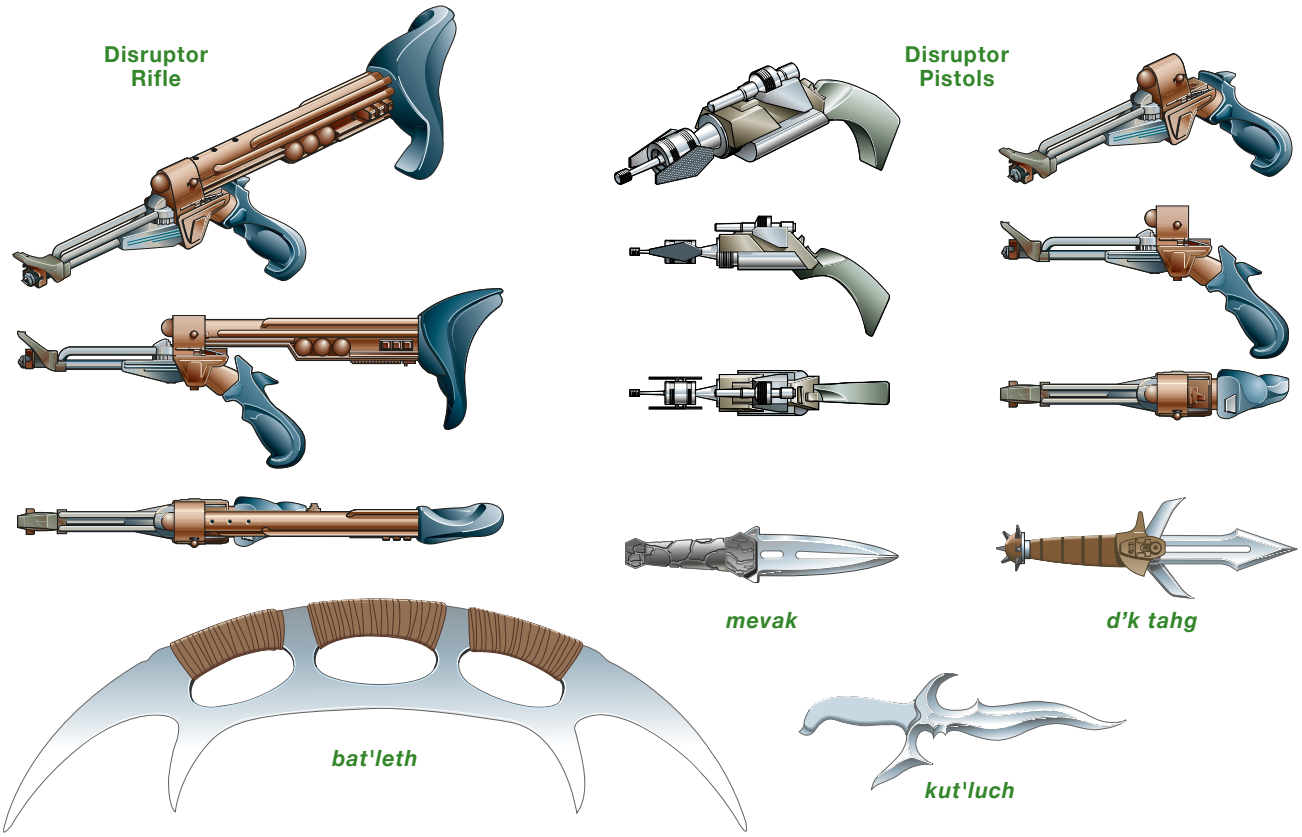
Phasers

- Developed in the mid-22nd century, the hand phaser was an outgrowth from research into focused particle streams for higher efficiency warp cores. Primitive phaser systems, such as the phase pistol and ship-mounted phase cannon, were refined into true phaser systems by the 23rd century. Like ship-mounted phasers, hand phasers use a phased and modulated particle beam that can transmit incredible amounts of energy onto a target depending on the setting of the device and the frequency of the power modulation.

- All hand phasers use a high-energy power cell as their power source, and are split into three categories that are dependent on the power storage capabilities of the device. At their lowest settings, all phasers are capable of long-term use, but at their highest settings a type-1 hand phaser, may only have enough energy stored for a

NAME	TYPE	STRESS RATING	SIZE	QUALITIES	COST
Unarmed Strike	Melee	1, Knockdown	1H	Non-lethal	–
Knife/Dagger (*d'k tahg*, *mevak*, etc.)	Melee	1, Vicious 1	1H	Deadly, Hidden 1	Opportunity 1
Blade (sword, *mek'leth*, *ushaan-tor*, etc.)	Melee	2, Vicious 1	1H	–	Opportunity 1
Heavy Blade (*bat'leth, gin'tak, kar'takin, lirpa*)	Melee	3, Vicious 1	2H	–	Opportunity 1 Escalation 1
Bludgeon	Melee	2, Knockdown	1H	–	Opportunity 1
Painstik	Melee	3	2H	Intense, Charge, Non-lethal	Opportunity 1
Modular Disruptor Pistol	Ranged	2	1H	Cumbersome, Hidden 2, Inaccurate	Opportunity 1
Disruptor Pistol	Ranged	3, Vicious 1	1H	–	Standard Issue
Disruptor Rifle	Ranged	4, Vicious 1	2H	Accurate	Opportunity 1 Escalation 2
Phaser Type-1	Ranged	2	1H	Charge, Hidden 1	Not Available
Phaser Type-2	Ranged	3	1H	Charge	Not Available
Phaser Type-3 (Phaser Rifle)	Ranged	4	2H	Accurate, Charge	Not Available
Pulse Grenade	Ranged	4, Area	1H	Charge, Grenade	Not Available
Andorian Plasma Rifle	Ranged	4, Intense	2H	Accurate, Deadly	Not Available
Jem'Hadar Plasma Pistol	Ranged	3, Vicious 1	1H	Debilitating	Not Available
Jem'Hadar Plasma Rifle	Ranged	4, Vicious 1	2H	Accurate, Debilitating	Not Available
Phase Pistol	Ranged	3	1H	–	Not Available
Particle Rifle	Ranged	4	2H	Accurate	Not Available

WARRIORS' WEAPONS



ARMORY ARCHIVES

few seconds of use compared to the type-3 phaser rifle that may allow for a full minute or more of discharge at the highest settings before the batteries require changing or recharge. Hand phasers of the 23rd century typically only used a single particle emitter, but by the 24th century multiple emitters were in widespread use, allowing for redundancy and for the weapon's targeting systems to get ranges to a target with higher destructive potential at lower power emission settings.

- **Phaser type-1** is the smallest design, a compact device just under ten centimeters long, which is the most widely-used form of phaser distributed to Federation personnel for self-defense.

- **Phaser type-2** refers to the larger form of hand phaser, carried by Federation security personnel and Starfleet officers going into dangerous environments. Versions used in the 23rd century are a pistol grip attachment that can be fitted to a phaser 1, with a secondary power cell to increase output. Later-era hand phasers are a distinct design, with a curved ergonomic grip.

- **Phaser type-3**, or phaser rifles, are higher-powered weapons designed for hazardous situations and combat. In addition to a larger power supply, they have numerous targeting and beam-focusing systems that make them more accurate. They are only issued to properly-trained personnel, and only when necessary.

- **Pulse Grenades** work on a similar principle to hand phasers. The user selects a setting and a countdown timer. When the timer reaches zero, the grenade discharges its power cell at once in all directions. After discharge, the grenade's components burn out, rendering them inert to prevent them being reused. Pulse grenades cover a number of similar technologies used throughout Starfleet's history – from the stun grenades used by United Earth MACO forces, to photon grenades employed in the 24th century.

Butcher's Bill

DOCTOR BEVERLY CRUSHER, *U.S.S. ENTERPRISE*

This is my second time dealing with a *kut'luc*h in less than a month. The Klingons have a lot of weapons but this assassin's blade is particularly nasty. One of the 12-inch blades pierced Lieutenant Worf's liver, the other hit a kidney. If I hadn't been with him when he was attacked, the poison on the blade would've probably killed him.

Unfortunately, I couldn't save the two Nausicaans that attacked him. I've never seen Worf like that, his brutality, like he was letting loose something inside him. When it was over I could see he barely recognized me.

I'm always amazed by Worf's healing abilities; twelve hours from the attack and he's ready for duty. I was surprised to see the *kut'luch* being used by Nausicaans and not Klingons. When I asked Worf if the attack had anything to do with his discommendation or the Klingon Duras, he wouldn't answer me. ▲

PERSONAL LOG

Early, and Pre-Federation Energy Weapons

There are many types of hand weapons that Klingon crews can encounter traveling across the Galaxy, but the two most typically seen civilian weapons are derived from the **Andorian plasma rifle** and the 21st and early 22nd century Earth particle rifle. Andorian plasma rifles use similar principles to phasers used by Starfleet with a particle beam as the primary effect. What is different is the particle beam is augmented by an encapsulated plasma discharge that always causes thermal damage to a target. This means that Andorian-style plasma rifles are unable to cause a stun effect, and at best can knock a humanoid unconscious through pain. **Particle rifles** and **phase pistols** were early forms of directed energy weapon used before the development of phasers.

Armor and Protective Gear

Many cultures make use of metal, ceramic, or other dense materials to provide additional protection from attacks and hazards. In some extreme cases, personal force field projectors are used to protect against severe danger, though these are not particularly efficient.

Armor provides a character with **Resistance**, which reduces the amount of Stress a character suffers from attacks and hazards. A character may only wear a single form of protective gear. Many NPCs wear armored uniforms, particularly those from militaristic cultures like the Klingons and Cardassians.

Light Body Armor

Starting in the 2270s, most Klingon personnel serving in the Klingon Defense Force, be they warrior or technician, were issued a set of light body armor as standard equipment. A suit of light armor consists of padded torso protection, reinforced shoulder pads and spine guards, and thick gloves and boots. Commanding officers and other dignitaries often wear a decorated sash or mantle atop their armor.

Heavy Body Armor

Heavy body armor has been issued periodically to Klingon warriors at various times in the Empire's history, most commonly for ceremonial purposes or for the Chancellor's own personal guard. Other species employ heavy body armor as well, which normally takes the form of a bulky blast vest and helmet, both designed to absorb and disperse impacts and energy attacks.

Environment Suits

Environment suits or EV suits are normally used for extra-vehicular activities – such as moving in hard vacuum. They provide minimal physical protection, mainly due to being made of tough materials. These suits are issued as and when a mission requires – the opportunity cost may be ignored if the mission takes place in an environment that would be deadly without protection. The suits contain magnetic boots, a supply of breathable atmosphere, radiation shielding, and a communications relay more powerful than a standard personal communicator.

Personal Force Fields

These personal shields are sometimes issued to alien security and combat personnel, though the power requirements of such devices mean they have limited use in protracted fighting. A character with a personal force field gains the listed Resistance, but must roll 1 after each time they are hit by an attack; if an effect is rolled, the force field loses power for the rest of the scene, and no longer provides Resistance.

Armor Types

NAME	RESISTANCE	COST
Light Body Armor	1	Standard equipment
Heavy Body Armor	2	Opportunity 1 Escalation 1
Environment Suit	1	Opportunity 2
Personal Force Field	4	Opportunity 1 Escalation 2

Chapter 05.30

Weapons and Technology
Tools and Portable Gear

"Even the best blade will rust and grow dull unless it is cared for."
– Emperor Kahless II

This section provides descriptions of a range of common items and technologies in use by Klingon personnel and other cultures in the Alpha and Beta Quadrants. These descriptions identify what the item is, and are designed to serve as guidance for how an item benefits the user, and what those items can be used for, which is valuable when adjudicating the way that an item's advantage affects a task.

Tricorders

"Tricorder" is a catch-all label given to a variety of devices in use across the Empire and other cultures. Their name is derived from the original early 22nd century name for the device, "Tri-function Recorder," able to sense, record, and analyze data from a variety of sensors attached to the device, dependent on the primary use.

While the Empire has used just one version of a tricorder, during the 23rd century there were two primary versions of the Starfleet tricorder (science and medical), and a single highly-specialized version (the psychotricorder). By the 24th century, tricorder design was further miniaturized by the development of isolinear computing technologies. Without a tricorder, crewmembers would have difficulty diagnosing medical ailments, engineering glitches, or scientific curiosities. **Tricorders are standard issue, and do not have a cost.**

Engineering Devices

Chronometer (Opportunity 1): A chronometer records the passing of time in the universe outside of the immediate vicinity of the device. Comparison of a chronometer and a local "ship's clock" is what allows crews to monitor for relativistic effects and any strange occurrences in space-time. Hand-held chronometers allow for a more localized monitoring of space-time in a smaller, more humanoid-sized space around the user.

Engineering Multi-Tool/Engineering Toolkit (Standard Issue for engineers, Opportunity 1 otherwise): Beginning with the introduction of duotronic computing in the mid-23rd century, analysis of engineering faults in systems controlled by electronics became more difficult due to the high-energy transfer rates and EM interference. The engineering multi-tool was developed and acted as a tricorder-like device to detect and diagnose system faults and could be used in a general role as a multi-purpose tool to repair and maintain systems. With the advent of isolinear systems, the multi-tool was rendered obsolete and many of the uses of the device were supplanted by the tricorder, but tools were still needed to maintain and repair damaged equipment, so the engineering toolkit was introduced to provide nearly every tool a damage control or engineering team may need outside of unusual circumstances.

Mass Spectrometer (Opportunity 1): A mass spectrometer is a device that can take a sample of material, break it down, and provide an incredible amount of detail about the matter making it up. While tricorders can provide data similar to this, the mass spectrometers found in engineering sections on starships and specialist devices dedicated to this task are able to provide details on a sample that may be too broad to detect with other devices, such as: getting the accurate age of a sample to within months from carbon dating or a couple of years with other radio-isotope dating techniques, elemental quantities to the parts per quadrillion, and even breakdown of sub-atomic particle deviations.

Plasma Torch (Opportunity 1): Plasma torches are high-energy cutting tools powered by an integral energy cell and a compressed helium matter source. The helium is super-heated and ionized before being focused by a magnetic field into a microscopic beam, allowing the beam to cut through all but the strongest of materials. Dependent on availability, other gases and energy sources are used with the same capabilities.

Medical Devices

If a character is in the medical ward at the time a specific medical device is required, reduce the Opportunity Cost by 1, to a minimum of 0. A few of the items listed below are considered part of a standard medkit, which is standard issue for all Klingon medical personnel. A medkit has Opportunity Cost 1 for non-medical personnel.

Anabolic Protoplaser/Dermal Regenerator (Part of Medkit): A common tool in first aid kits, the dermal regenerator allows a physician to stimulate an injured humanoid's natural healing process to accelerate the production of new skin cells and connective tissue, effectively healing superficial wounds.

Detronal Scanner (Opportunity 1): The advances in molecular and atomic scanning as well as computing power allowed the development of hand-held genetic analysis devices such as the detronal scanner. This device allows a trained physician to scan the skin and deeper layers of tissue of a humanoid and perform an analysis of the patient's genome. If the patient is of a known and previously studied species, the device can also provide analysis of any genetic drift or damage due to external sources.

Emergency Surgical Kit (Opportunity 1): The standard emergency surgical kit provides single-use medical supplies capable of allowing a trained physician the means to perform complex surgical procedures in the field at the expense of equipment durability. The casing contains a built-in PADD that gives readouts on basic biological functions important to physicians such as blood pressure, heartbeat, temperature, etc. The display will also walk even unskilled civilians through steps to triage injured humanoids. An emergency surgical kit is a single-use item; its resources are expended after use.

Hypospray (Part of Medkit): In use since before the Eugenics Wars on Earth in the 1990s, hypospray devices provide a high-speed and efficient means to deliver drugs that would normally have to be given by hypodermic needle or IV drip. Hyposprays in the 23rd century and beyond have improved far beyond those early models and are able to more efficiently deliver drugs to patients.

Laser Scalpel (Part of Medkit): Laser scalpels, also known as exoscalpels, are widely used devices that have replaced stainless steel scalpels in hospitals and medical wards. The laser scalpel uses a thin low-power laser beam to cleanly cut through tissue to a predetermined depth. The cut is also cleaned and cauterized by the scalpel, allowing dermal regenerators and auto-sutures to more effectively work after the surgery is complete and the patient is healing.

Monitoring Device (Opportunity 1): A small device that can connect to a medical tricorder or a bio-bed. This device, placed on the patient, is able to scan a lifeform, determine the function of a single vital organ or biological function, and what the physiology of the lifeform suggests are normal readings for that organ or function.

Tri-laser Connector (Part of Medkit): Used to heal and repair damaged neurons and nerve tissue, the tri-laser connector uses laser light to stimulate a projected stream of stem cells to specialize into predetermined neural pathways. With a detailed enough scan of a patient, such as one provided by transporter systems, the tri-laser connector is able to repair and reconstruct damaged brain tissue with little to no detectable differences in the patient's cognitive functions if undertaken within days of the last scan.

Neurocortical Monitor (Opportunity 1): The neurocortical monitor is worn on a humanoid's neck and resembles a small disc with pulsing lights. Before the invention of the neurocortical monitor, long-term data collection and monitoring of a patient exhibiting signs of neurological damage or trauma had to be undertaken in controlled environments in medical wards and major hospitals. The introduction of the monitor allowed doctors to collect information about the patient's neurological condition in real time in everyday circumstances where certain symptoms may present more often. Use of the neurocortical monitor allows a patient undergoing observation to continue to perform normal duties; lack of this device means the patient must remain isolated in sick bay and unable to perform any normal ship functions.

Other Equipment

Anti-grav (Opportunity 1): Anti-gravs are a range of different devices designed to reduce or negate the weight of any object to which they're attached, allowing heavy objects to be moved easily. Multiple anti-gravs are used to provide lift for vehicles like hovercars.



Anti-grav Sled (Opportunity 2): The anti-grav sled resembles a small cart without wheels. On the bottom of the device there are multiple graviton emitters that counter the local gravity field, effectively making the sled and any items placed on it nearly weightless, though not massless. In a natural gravity field the sled is less efficient, while on a vessel that has gravity plating, the sled interacts with the ships computer to lower the artificial gravity around the sled, allowing more mass to be moved and for a longer operational timespan. Versions which double as stretchers for transporting injured personnel are often used in medical wards, sickbays, and hospitals.

Audio Receiver (Standard Issue for Communications Officer, Opportunity 1 otherwise): Often confused with jewelry, the ear receiver has fallen out of favor since the 23rd century, but still can be seen in use by specialists in communication technologies as well as lingual and other aural sciences. The audio receiver ties directly into shipboard communication networks and allows the user to listen to data coming across not only subspace frequencies typically used for long-range communication and ship to surface, but also inter-ship computer alerts and data so as not to distract others at nearby stations with the chatter. The receiver can also be programmed to provide aural or vibrational feedback to users, allowing sensor operators greater accuracy in their duties. Characters using the ear receiver gain the advantage of reducing the Threat range of tasks by 1 that involve communications, starship operations, or sensor operations.

Beacons (Opportunity 1): Like most battery powered light sources dating back to the 20th century, the standard issue Starfleet beacon has a wider range of functions, including changing the frequency of the light emitted from the near infrared to long-wave ultraviolet, or providing a "white" light for species that evolved with different natural light. Beacons can also be set to emit entirely in the near infrared, providing a short-term heat source in a survival situation. Standard Defense Force beacons are usually hand-held or fitted to disruptor rifles.

Communicator (Standard Issue): The standard Klingon communicator is a ubiquitous piece of technology. During the 22nd and 23rd centuries, these devices were hand-held and allowed the user to communicate with a warship in orbit or another communicator broadcasting on the same series of subspace channels. By the 24th century the communicator was further miniaturized with the introduction of isolinear technologies, and allowed constant contact with a warship's main computer and the ability to communicate directly with any other crew member wearing a similar device. The 23rd and 24th century versions of these devices also include a small, but complex universal translator.

Emergency Transponder (Opportunity 1): Emergency transponders are small hand-held devices capable of transmitting strong subspace signals with limited amounts of data. This data usually consists of a wave-guide that allows starship sensors to detect the transmitter from light-years away when there is no interference, and from AUs away with

subspace background scattering. While this does not allow for transporter systems to lock onto and beam a person using the transponder from distances or through material it normally wouldn't (without the aid of pattern enhancers), it does allow for high accuracy in transports and acts as an emergency signal recognized by most polities across the Alpha and Beta Quadrants. Characters using an emergency transponder gain the ability to show their position to any vessel currently using subspace sensors within a radius determined by the gamemaster, but usually very long distances measuring between a few hundred thousand kilometers up to several light-years.

Cybernetics

These items have no cost; rather, they are permanent additions to the character, normally connected to a trait that reflects some disability the character suffers from. In some cases, Klingon warriors refuse to accept a cybernetic replacement for a lost limb or organ, preferring to keep their battle scars as reminders of the battles they fought.

Artificial Organs: Artificial organs have been in use since the mid-20th century. Advances in neuron meshing and cybernetics have improved these devices since their introduction and have made them virtually identical in capability to biological ones. The most common internal organs in humanoids to be replaced are hearts and lungs, nearly always because of severe trauma. Characters who need an artificial organ and do not possess them will die within minutes to days depending on the organ and are typically kept on life support while one is built. A character may have an artificial organ if they have been severely injured in the past.

Artificial Sensory Organs: Using cutting edge neurological reconditioning and isolinear networks overlaid into a patient's sensory cortex, artificial sensory organs can replace damaged or destroyed senses. This can mean the blind can see, the deaf can hear, and even nerve damaged fingers can once again feel. Depending on when exactly the item is built, the technology can look highly artificial or barely noticeable at all. This technology is highly individual and includes sensors and other devices a person may find useful in their life. It takes years to learn to control the other functions besides the basic sensory input. A player whose character has an artificial sensory organ should work with the gamemaster to determine the functionality, look, and usefulness of the item in certain situations. It is recommended that while these devices can be advantageous (such as artificial eyes being able to scan across the entire EM spectrum, or touch sensors being able to analyze a surface's composition), there are potential disadvantages too, such as needing to charge the device periodically, headaches due to data transfer, or the risk of the device being lost or damaged. There may also be negative societal impacts to a Klingon warrior using an artificial implant.

Prostheses: Prosthetic limbs have been in use in one form or another for millennia, and advances in technology mean that they function identically to the limbs they replace. Limbs lost due to trauma can be replaced with relatively little difficulty. Characters who are lacking their prosthetic may find their physical activities are impaired, making some tasks more difficult, and others impossible. Klingon warriors generally refuse to use prosthetics, preferring to retain their wounds and scars earned in honorable battle. Klingons known to use a prosthesis may encounter negative societal impacts.

Holographic Imager (Opportunity 1): Imaging technology has improved dramatically since the invention of the photographic camera. The current state-of-the-art imaging device is the holographic imager, a hand-held multi-spectral camera capable of recording nearly unlimited still and moving images with micron-level resolution. Use of the device can range from recording happy memories from the latest shore leave all the way to recording the behaviors of a new lifeform on a newly charted planet. The device's output is detailed enough that the recorded data can be used to recreate the setting inside holodecks, allowing for accurate computer simulations.

PADD (No Cost): The "Personal Access Display Device" allows a Klingon crew to access the database of the warship or station they are currently serving on, tying them into the subspace network stretching across the Empire. This gives a user as much data access as they have clearance for, access to subspace communication, and the ability to record and transmit text, audio, and video recordings to anyone in the Empire. The primary role of a PADD on a warship is to replace paper books, manuals, and technical journals, and to act as a personal scheduler and aid to complete any required paperwork. While nowhere near as powerful or complex as the main computer system on a warship, a PADD is able to process and analyze data by itself, or serve as an extension of a main computer to which it is connected.

Pattern Enhancer (Large, Opportunity 1): Used to boost the resolution and strength of a transporter scanning beam, pattern enhancers allow transporter systems to achieve a signal lock even with interference from terrain or cosmic phenomena that normally would prevent a safe transport. These devices are approximately one meter long when deployed on their tripods and require at least three to function when placed equidistant around an away party or other transporter target. Each device's onboard power cell allows for approximately two transports, and additional pattern enhancers can increase the area and number of transports. Pattern enhancers come in sets of three.

Universal Translator (Opportunity 1): A standard part of the Empire's communicators since the late 23rd century, the universal translator was originally invented by Humans before the Earth-Romulan War, appropriated for use by the Empire, and has been an integral part of the Empire's diplomatic efforts ever since. Characters not possessing a universal translator, either through destruction or removal of a communicator, will be unable to converse with beings that do not understand the character's languages past basic hand gestures. Obtaining a separate universal translator provides the character with a stand-alone unit, typically more powerful than the versions found in communicators.

CHAPTER 06.00
CONFLICT



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CHAPTER 06.10

CONFLICT

INTRODUCTION

"TODAY IS A GOOD DAY TO DIE!"

– KLINGON PROVERB

INTRODUCTION

The Klingon way of life is full of conflict, from the campaigns of war throughout its myth and history, to the political conflict of noble houses, the High Council, and the challenges of power and honor amongst Klingon warriors in their posts serving the Empire. This chapter deals with ways that ***Star Trek Adventures*** resolves those conflicts. There are two paths to this: **social conflict** and **combat**.

SOCIAL CONFLICT

Social conflict resolves disputes and conflicts through personal discourse. This can take a wide variety of forms, ranging from simple deceptions to achieve short-term goals, to protracted negotiations over the fate of the Empire.

COMBAT

Combat scenes deal with the use of violence to achieve a goal or objective. You may engage a foe in honorable combat willingly, or your characters may be forced to defend themselves. For Klingon warriors, there is no greater honor than victory, so this method of resolving conflict is much more likely to come up in your games.

CONFLICT STRUCTURE

As noted in Opposition in Challenges (page 84), the sequence of events in a conflict scene is split into **rounds** and **turns**. In a **round**, each character takes a single turn, during which you can attempt a single task and several minor actions. The round ends when the all the characters present in the scene have taken a turn, if they can.

At the start of a conflict, the gamemaster determines a single character to take the first turn. They choose based on the following:

- **Player characters:** By default, the gamemaster chooses a single player character to take the first turn. This may be obvious, based on events that built up to the start of combat, but if there is any uncertainty, they select the player character with the highest Daring attribute to take the first turn.
- **Non-player characters:** If the NPCs have an obvious reason to take the first turn, then the gamemaster can select an NPC to take the first turn.
- **Threat spend:** If there is doubt as to who should act first, the gamemaster can spend 1 point of Threat to allow an NPC to take the first turn, instead of choosing a player character.

TURN ORDER

Once you have completed your turn – attempted a single task and any minor actions you want to perform – you hand the action to the opposing side (typically the gamemaster) who will choose a single character to act next. Once the gamemaster has taken their turn, they hand play back to the group, who decides which of the player characters left to act takes the next turn.

KEEPING THE INITIATIVE

Alternatively, at the end of your turn, you can spend 2 Momentum (Immediate) to Keep the Initiative, handing the action to another player character instead. A character who takes a turn due to keeping the initiative must hand the next turn over to the opposition. In any case, no character may take more than one turn per round in a conflict.

Example: *A trio of Klingon warriors (two player characters and an NPC) are ambushed by a pair of Jem'Hadar. The Jem'Hadar are invisible, concealed by their Shrouding ability, so the gamemaster determines that they go first. The gamemaster chooses the Jem'Hadar leader to take the first turn, killing the NPC Klingon in the process. After this, the action passes to the Klingon player characters. One acts, and generates 2 Momentum from her task, choosing to spend it to Keep the Initiative and pass to another warrior, who acts, and then passes to the Jem'Hadar again. As all the (surviving) Klingons have acted, and there is one Jem'Hadar remaining, that Jem'Hadar acts and finishes the round. The next round begins with one of the Klingon warriors.*

CHAPTER 06.20

CONFLICT

SOCIAL CONFLICT

"DON'T WAIT FOR THE TRANSLATION! ANSWER ME NOW!"

– GENERAL CHANG

CUTTING WORDS

Klingons' power, pride, and honor are exhibited as much in politics and debate as they are in combat. In the High Council the leaders of the great noble houses convene to debate and legislate for the benefit of the entire Empire, engaging in intrigue, subterfuge, and demanding political discussion. Arguments of honor are often first resolved in words before the bat'leths come out, or challenges are formalized in rituals, and an honorable victory can come from strong words as much as strong actions.

Social conflict is the collective term for tasks and challenges that are resolved through deception, diplomacy, bargaining, intimidation, and a range of other social skills. Not all personal interactions are social conflict, but all social conflict is driven by interactions, especially those where each side has different goals or may not wish to yield to the desires of another.

At the heart of social conflict is an objective: one side wanting something from the other side. This might be information, a course of action, the building of trust or an alliance, or some form of duplicity convincing the other party of some truth.

When you decide on an objective in social conflict, the gamemaster determines how difficult that objective might be for your opponent to capitulate.

- **Trivial:** If the objective is something trivial that requires minimal effort, or within the normal activities of the person being persuaded, then it is likely to be agreed to automatically.



Rules and Roleplay

Social conflict is meant to be a mixture of roleplayed discussion and game mechanics – you describe or act out your character's parts of the conversation, and the gamemaster replies as an NPC and uses that exchange to adjudicate the rules (the Difficulty of tasks, what attributes and disciplines are appropriate, what social tools are in play).

Specific combinations of attribute and discipline don't exist for any of the options in this section, and that's deliberate. These things should be determined by you and the gamemaster depending entirely on the scene and its circumstances, and your roleplay.

Creative gamemasters may use the rules for challenges (page 83), or extended tasks (page 85), to expand the scope of a social conflict. A challenge made up of several Persuasion tasks can easily represent different stages of a negotiation or a trial, culminating in a larger outcome, while using extended tasks for part of a social conflict could be valuable when trying to defuse a crisis or other high-stakes situation, where time is of the essence or the wrong word could spell disaster. And, as noted later in this chapter, there's nothing to prevent you from making use of social conflict rules in the middle of combat.

- **Moderate:** If the objective is something that will take some degree of effort, entails some risk, or is unusual for the person being persuaded, then it is likely to require a single task and the gamemaster determines the Difficulty as normal.
- **Risky:** If the objective is something that requires considerable effort, significant risk, or is completely contrary to the normal activities of the person being persuaded, then it is likely to be refused automatically, but may take the form of a challenge or extended task.
- **Impossible:** If the request is something which the person asked cannot do or provide, the request automatically fails.

Persuasion Tasks

When you attempt a task to negotiate, deceive, or convince another party you attempt a **Persuasion task**. A Persuasion task can take the form of a single task, challenge, or extended task depending on the difficulty and complexity of your objective.

If the Persuasion task succeeds, you complete your objective, and the other party agrees with you or agrees to your demands. If the Persuasion task fails – even if it failed automatically – then not only do you not get what you wanted from the exchange, but you cannot try again without some change of circumstances, or by altering the request.

During a social conflict, each side may have different goals, meaning that each side will engage in their own tasks to further those goals. Even in something as seemingly one-directional as an interrogation, the interrogator will be trying to get information, while the interrogated party may have a goal all their own, such as trying to prove their innocence.

As a Persuasion task is driven by its context, what is impossible in one situation may be entirely feasible in another. In order to make your opposition pliable to your demands, it may be useful to break up an objective into smaller Persuasion tasks – in the form of a challenge – and pursue an overall objective that way.

Social Tools

This is also where **social tools** come in – the methods by which you can alter the context and circumstances of a social conflict, moving things in your favor. Each social tool is a trait, and they can be used individually or collectively to shape a social conflict.

Intimidation

A direct and crude method of coercion is to inspire fear, doubt, and uncertainty in your opponent. Intimidation uses threats to compel someone into action by convincing others that their non-compliance will be met with force.

Intimidating someone is an opposed task, with the Difficulty of each task based on the relative perceived strengths of each side – it is easier to intimidate, and to resist intimidation, from a position of strength. Intimidating someone, naturally, requires that they believe that there is a real threat.

Successfully intimidating someone imposes a trait upon them, representing their fear of whatever the threat was. Failing to intimidate someone makes further attempts to intimidate them in the same scene more difficult, often requiring even greater threats to compensate for this.

The drawback of intimidation is that it is inherently hostile, which can cause problems of its own. Employing intimidation creates an antagonistic tension between the two sides – represented by traits – which can worsen other forms of interactions, cause lingering resentment, or even provoke a target to aggression. Intimidation is not a path to a protracted and stable peace.

Example: *Captain Kang, believing Kirk to be responsible for killing his crew and disabling his ship, threatens to take the Enterprise from Kirk. Kang demands that Kirk contact his ship to beam them all aboard, a Persuasion task that is nearly impossible – Kirk has no intention of allowing the Klingons to beam aboard the Enterprise, much less commandeer her. Kang decides to intimidate Kirk – Kang has caught Kirk and his landing party unawares, and is willing to take extreme measures to brow-beat Kirk into submission.*

*Intimidating Kirk is difficult – he is strong-willed, resolute, and fiercely protective of his ship and crew. Kang rolls his **Daring + Command** Persuasion task, with his Intimidation focus, and the gamemaster sets his Difficulty at 5, given that he does have advantages and is willing to go to extremes to get what he wants. Kirk gathers his dice and uses one of his values to spend Determination, rolling **Control + Command** to stand firm; because complying with Kang would force Kirk to go against his nature, the gamemaster sets his Difficulty at 1. Kirk generates more Momentum, winning the first round, and tells Kang to "Go to the devil."*

Kang decides to make good on his threat and has his landing party torture Chekov. Kang rolls another Persuasion task, this one at Difficulty 2. Kirk tries to resist, but Kang generates more Momentum this time. Unwilling to see Chekov harmed any further, Kirk begs Kang to stop the torture and then agrees to have everyone beamed up to the Enterprise.

DECEPTION

Falsehoods and deceit can be valuable tools, and honorable if the ends are honorable too – but lies are dangerous. Deception can be used by itself to make a request seem more reasonable or palatable, or it can be used in conjunction with other tools to create a more significant impact. However, effective deception requires skill, cunning, and an understanding of who is being lied to.

Deception is always an **opposed task**, with the deceiver's Difficulty based on how reasonable or believable the lie is to the target, and the target's Difficulty being determined by their suspicions. Successfully deceiving someone convinces them of something that is not true, creates an advantage that represents the lie they now believe, and will shape their future actions accordingly.

Deception can be used to establish lies in preparation for future Persuasion tasks. Empty threats can intimidate a foe with a peril they believe is real, and history is full of scams, cons, and tricks where people bargained with things they didn't own. The problem with deception is, of course, that it's all a lie. If the target discovers that they were deceived, they will hesitate to trust your character in the future, and may even seek retribution – in effect the advantage you created becomes a complication. Further, any complications suffered while establishing a lie may reveal flaws in your deception, making the target suspicious.

***Example:** While Kirk and his crew, and Kang and the survivors of his vessel, are all aboard the Enterprise and under the influence of an alien entity, Kirk manages to capture Kang's wife Mara and has her held on the bridge. In an effort to convince Kang to make peace before the alien entity destroys the Enterprise, Kirk tries to bluff Kang by suggesting they'll kill Mara if Kang doesn't make peace. The gamemaster sets the Difficulty at 4; it's a longshot to try and deceive Kang, given how resolute and ruthless he is. Kirk and Kang make their opposed rolls, and Kang generates more Momentum. Kang pauses and then notes that Mara will simply be a victim of war. Realizing that Kang has called his bluff, Kirk must find another way to convince Kang to make peace.*

EVIDENCE

The counterpoint to deception is evidence – offering something that provides certainty and proof of your claims. In many cases, providing evidence may be a straightforward affair, automatically successful, but convincing someone that the evidence is legitimate may be difficult, particularly if that person expects deception, which may set a Difficulty for a task. Each piece of evidence is a trait, either allowing you to attempt a Persuasion task or decreasing the Difficulty by 1.

Evidence can be used in conjunction with any of the other social tools, and their use is often the driving force of those tools. Providing proof of your ability to carry out a threat can be vital when intimidating someone, giving evidence of your ability to pay during negotiations can smooth things along, and even deception can benefit from the right forged documentation if it helps make the lie more believable.

***Example:** Desperate for another solution to convince Kang to work with him to stop the alien entity, Kirk decides to try and ask Mara for help. He knows that he and his crew have tried to be trustworthy and helpful since encountering Kang, including beaming survivors over to the Enterprise, treating their wounded in sickbay, and rescuing Mara from assault. The gamemaster sets Kirk's Persuasion task at Difficulty 3 – Kirk's actions and those of his crew have helped soften Mara's opinion of Starfleeters, though she still doesn't trust them. When Mara wonders why Kirk won't go through with killing her, he notes that the Federation doesn't act like that, and that she's been listening to propaganda fables. He also notes that it's the alien entity that has set this particular stage for violence, not Kirk or his crew. The gamemaster notes that revealing these facts bring the Difficulty down to 1. Kirk plays off Mara's comment about survival and states that mutual trust can help create another way to survive. They make their opposed rolls, and Kirk generates more Momentum, succeeding at the task. Mara agrees to help him try and talk Kang into working with Kirk rather than against him.*

NEGOTIATION

Negotiation is a fine art, requiring a keen mind and strong willpower. Negotiation involves compensation in exchange for granting a request, and this compensation can take many forms, with different people and different circumstances susceptible to different offers. The Ferengi and many other cultures trade in gold-pressed latinum and other precious goods, continually adjusting their offers until they reach the best deal for themselves. Diplomats mediate disputes, arranging the terms of trade agreements and territorial disputes by securing concessions from each side until everyone is happy (or at least willing to comply).

When you negotiate with someone you create an advantage that represents what you're willing to offer, and a complication that represents the cost of that offer. Each new offer is considered a new change of circumstances for the Persuasion task as well. Negotiation doesn't require a task by itself – it is more a process of trial and error.

Negotiations may involve a lot of position shifting from both sides, as they make and retract offers, or discover that the other party doesn't have what they want. In some situations, numerous sessions of negotiation may be needed to obtain what one party wants from someone else to progress.

Social Conflict in Combat

Social conflict and combat are not mutually exclusive modes of conflict. So long as characters can communicate, they can engage in social conflict. While the most natural uses for social conflict in combat – convincing the other side to surrender – are not honorable, and Klingons don't take prisoners, it can be used to convince opponents to put down their blades and begin talking again.

In these instances, it's worth remembering that communication doesn't have to mean speech, text, or any other form of complex communication. Actions can convey ideas as effectively as words, so long as the ideas aren't particularly nuanced or complex. A blast from a disruptor can be a threat, while conveying a false appearance – hidden troops, or a feigned retreat – can be an effective deception. Using these non-verbal cues, as well as more precise forms of communication, can be an effective way of achieving victory.

The drawback to negotiation is the cost of success. You may find yourself offering more than you wanted to give up, or you may find that what you obtained was worth far less than the price you paid for it. Failing to provide what was offered can also produce serious problems, which can be particularly significant if the negotiations were based on a lie.

In some ways, negotiation is the antithesis of intimidation – achieving a goal through offering something productive, rather than threatening something destructive. Certainly, few beings will be amenable to trade and negotiation with those they've been threatened by, and such trades may have a steeper cost because of previous hostilities.

Example: *Armed with the evidence that his father, Mogh, is innocent of any wrongdoing regarding the Khitomer massacre and that it is Duras's father, Ja'rod, who is the traitor, Worf confronts Chancellor K'mpec in closed meeting and attempts to persuade him to impose justice on Duras and his House. K'mpec refuses to hear it, knowing that if the truth were revealed, it would plunge the Empire into civil war. After some consideration and some impassioned words from Captain Picard, Worf offers a proposal: he will keep the truth to himself and accept discommendation in order to preserve the stability of the Empire. This creates an advantage of "Something K'mpec Needs" toward the Persuasion task, and a complication of "Discommended" going forward that significantly impacts Worf's status within the Empire and any dealings he may have with any Klingon in the future. Where previously the Persuasion task would have been impossible, now there is a possibility. The Difficulty of the task is now 5, allowing Worf to attempt the Persuasion task.*



CHAPTER 06.30

CONFLICT

PERSONAL COMBAT

"EVEN HALF DRUNK, KLINGONS ARE AMONG THE BEST WARRIORS IN THE GALAXY."
– U.S.S. VOYAGER'S EMERGENCY MEDICAL HOLOGRAM

THE WARRIOR'S WAY

Combat, warfare, and martial prowess are where you earn glory for your House, and for the Klingon Empire. There is no greater honor than victory, and these rules will give you the means to attain those victories. Klingon warriors make up the greatest military force in the Alpha and Beta Quadrants, respected and feared in equal measure by allies and enemies alike.

Klingon history is full of heroes, battles won against insurmountable odds, and wars fought for the expansion of the Empire. Ritualized combat also has deeper meaning and consequence, from the challenge of a superior to deciding the winning candidate to chancellorship of the High Council. However it is framed, personal combat is a proud and honorable part of Klingon culture that is well practiced and devastatingly effective.

Combat is first framed by the gamemaster in terms of the battlefield – in **zones** and any environmental traits. Then, the turn order is established as normal, and you act on your turn and the round ends when every character has had the chance to act.

THE BATTLEFIELD

In battle, knowing where every combatant is vitally importance, and determining both absolute position (where you are on the battlefield) and relative position (how far you are from a given friend or foe) is essential. Rather than track everything in precise distances, ***Star Trek Adventures*** resolves this matter using **zones** and **distances**.

ZONES

A battlefield in which you fight is always a discrete location – a building, a colony street, an area of wilderness, part of a starship, or other area. A battlefield is divided into several zones based on the terrain in the area. A relatively simple battlefield may consist of three to five significant zones, while complex environments may have many more. For example, combat inside a starship may treat individual rooms as distinct zones, using the internal walls and bulkheads as natural divisions, while a city street may focus zones around features like parked vehicles, the fronts of buildings, alleyways, and so forth.

You track your character's place in combat by noting which zone they are in. This should be relatively easy in most cases, as zones are defined by the terrain around them, so tracking your character can be a matter of simple description – "behind the control console" or "standing by the shuttle." This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms, and avoids the tracking of relative distances which can become fiddly where there are many characters present.

Zones do not have a fixed size; they are based on the features of the battlefield. A forest may be divided into many small zones between trees, while its clearings will have larger zones. Larger zones convey quicker movement and easier target acquisition in open areas, while the smaller zones convey cramped conditions and short lines of sight.

Individual zones often have terrain effects defined when the gamemaster creates them, like cover or difficult terrain, interactive objects, or hazards. Some zones may be defined more by the absence of terrain than its presence, and some environments are enhanced by a few "empty" zones between obstacles.

USING MAPS

Larger or particularly complex scenes may become tricky to track purely by memory, so your gamemaster may wish to sketch a map or use some of the ***Star Trek Adventures*** geomorphic deck tiles provided by Modiphius Entertainment. You can mark your character positions using tokens or miniatures and moving them around as required. Modiphius Entertainment stocks a range of ***Star Trek Adventures*** miniatures, including Klingon warriors.

Distances

Movement and ranged attacks are measured in four distances, and one state, based on the battlefield's zones.

- The state of **Reach** is when an object or character is within arm's length of your character. You enter Reach to interact with objects manually or to make a melee attack. Reach isn't a specific range, rather a state you can enter when you move. When you move your character into or within a zone, you can declare that they are moving into or out of Reach of something. Being within Reach of an enemy increases the Difficulty of any task that isn't a melee attack by 1.
- **Close range** is defined as the zone you are in, or a distance of 0 zones.
- **Medium range** is defined as an adjacent zone, or a distance of 1 zone.
- **Long range** is defined as two zones away, or a distance of 2 zones.
- **Extreme range** is any zone beyond long range, or a distance of 3 or more zones.

Distances and Communication

You will want to communicate during combat – battle cries, verbal challenges, and other dialogue can abound in combat. Your characters can converse normally within Close range – they're near enough to one another to be heard and to make themselves understood without raising their voices.

A character at Medium range can be communicated with, but only by shouting, rather than talking. At Long and Extreme range, you can shout to draw attention, but conveying any meaning or understanding someone is unlikely. Communicators and similar technologies make distance less of a consideration, allowing you to communicate across vast distances with ease.

Distance and Perception

The farther away something is, the harder it is to notice. In game terms, this means characters in distant zones are harder to observe or identify than those nearby. The Difficulty of tasks to try and notice creatures or objects increases by 1 at Medium range, by 2 at Long range, and by 3 at Extreme range. Your gamemaster will describe what you can see clearly, and people who aren't trying to hide from sight can be seen moving at most ranges. Some traits, such as darkness or smoke, will increase the Difficulty to perceive others or make it entirely impossible depending on the trait.

Other Senses

Humanoid perception, broadly, is dominated by sight and hearing, but other senses can come into play depending on the species. A character's sense of touch is limited to Reach. The keen sense of smell most Klingons have is effective within Close range, and tasks made to detect something by smell beyond Close range increase in Difficulty by 1 per zone. Humans, Vulcans, Romulans, and most other civilized species can only detect the most pungent smells outside of Reach.

A species with a particularly keen sense may reduce the Difficulty of all tasks related to that sense, while dull senses increase the Difficulty of those tasks – in any case, this is covered by the creature's species trait.

Telepathy can be thought of as a sense in this regard, able to discern thoughts and the mental presence of other creatures over a distance. Similarly, the use of scanning equipment can allow you to detect things that one would be unable to perceive otherwise.

Movement and Terrain

Moving to anywhere within Medium range is a minor action. Moving farther than this requires a task, though this has a Difficulty of 0 under normal circumstances.

Moving as a task increases in Difficulty if the terrain in any of the zones to be moved through is difficult terrain or contains any hazards. The consequences of failure vary based on the nature of the terrain – failure may result in your character's movement stopping once they reach difficult terrain, they could fall prone, or they might suffer the effects of a hazard including Stress or injury.

Movement can take many forms – walking, running, jumping, swimming, climbing, etc. If the gamemaster asks you to attempt a task, your movement is now a task and not a minor action, and they will judge the Difficulty of the tasks based on the terrain.

Cover

Cover is one of most common terrain effects, representing objects that interfere with your ability to see or attack a target clearly. Cover provides additional Resistance against attacks, as described in the *Healing, Injuries, and Complications* section on page 173. Each piece of cover will grant you a certain number of ⚠ of Resistance (normally 1–4⚠) and may have additional benefits or drawbacks based on the nature of that cover.



Being Prone

While prone, a character can re-roll any number of cover dice, and the Difficulty of all ranged attacks against you from Medium range or farther away increase by 1. However, melee attacks and ranged attacks at Close range gain 2 bonus Momentum against you, and you cannot attempt any movement-related tasks.

A zone will either provide cover to any creature in the zone, or the gamemaster may point out features within the zone that grant cover (requiring you to be within reach of that feature to benefit from its Resistance).

Interactive Objects

Interactive objects are any object or terrain feature that you can manipulate. Doors and windows are a common example, as are control panels and computer terminals. Interacting with these objects may only take a minor action, but a complex object might need a task to interact with properly, at the discretion of the gamemaster.

Actions

On your turn you can take one minor action and attempt one task. You can take more minor actions by spending Momentum, and attempt a second task by spending Momentum or Determination.

Minor Actions

Minor actions are short activities that do not count as a task, and do not require dice to be rolled. They are taken in support of a task, like moving into position before making an attack. You can take one minor action per turn, and take any number of additional minor actions by spending one Momentum for each extra minor action (Immediate).

Minor Actions

ACTION	DESCRIPTION
Aim	▶ You can re-roll a single d20 when you make an attack this turn.
Draw Item	▶ You pick up an item within reach or draw an item you are carrying. ▶ If the item doesn't require a task to use, you can use it immediately for free.
Stand/ Drop Prone	▶ You can drop to the ground, making yourself a smaller target, or Move from prone to standing, losing all the effects of being prone. ▶ You cannot Stand and Drop Prone in the same turn.
Interact	▶ You interact with an object in the environment. ▶ Complex interactions may require a task instead.
Movement	▶ Move to any point within Medium range. You cannot take this minor action if you perform any movement-related tasks this turn. ▶ This movement is slow and careful enough to move through difficult or hazardous terrain without a problem. ▶ If there are any enemies within Reach of you, you cannot perform this action.
Prepare	▶ You prepare for or set up a task. Some items or tasks require this minor action before the task can be attempted, or grant special benefits for performing this task.



TASKS

You can attempt one task during your turn. You can attempt a second task in your turn by spending Determination (as described in *Determination* page 79), spending 2 Momentum after your first successful task (your next task increases in Difficulty by 1), or if you are the subject of the Direct task.



TASK	DESCRIPTION
Assist	▶ You assist a character with a skill test during their turn. (See Assistance, page 75.) ▶ You may declare that you are assisting someone whenever they perform a task, as long as you have not already acted this Round, and assisting another means that you do not take a turn of your own this Round.
Attack	▶ You attack an enemy or other viable target and attempt to injure them. See Making an attack (page 171) for details.
Create Advantage	▶ Create a positive trait in the scene. This is a task with a Difficulty of 2, using an attribute + discipline and focus based on what you are doing. If successful, you create an advantage or remove a complication.
Direct	▶ Only available to one character on each side in a position of authority, such as the commanding officer, you nominate one ally who immediately attempts a single task, and you assist them by rolling 1d20 with your own attribute, discipline, and focus. ▶ The Direct task can only be used once per combat, and the targeted character can only attempt 2 tasks per round.
Guard	▶ You defend yourself, preparing for an attack. This is a task with a Difficulty of 0, and success increases the Difficulty of any attacks against you by 1 until the start of your next turn. ▶ You can confer the benefits of this task to an ally instead of yourself – this increases the Difficulty of this task by 1, and the benefit lasts until the start of your ally's next turn.
Pass	▶ You choose not to attempt a task.
Ready	▶ You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. ▶ If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn as normal.

TASK	DESCRIPTION
Recover	▶ You catch your breath, taking a moment to ready yourself for more fighting. This is a **Fitness + Command** task with a Difficulty of 2 (reduce the Difficulty by 1 if you are in cover). If you succeed you regain your ability to Avoid an Injury (page 173) and remove 2 Stress per Momentum spent (Repeatable). ▶ In addition, until the beginning of your next turn, each effect rolled on for cover adds +1 Resistance to the result.
Sprint	▶ You sprint forward, rushing ahead to battle. This is a **Fitness + Security** task with a Difficulty of 0. Success means you move one zone (to any point in Medium range), and one additional zone per Momentum spent (Repeatable). ▶ You cannot attempt this task more than once per round, and not at all if you performed the Movement minor action. Terrain and other factors may increase the Difficulty of this task, and the task can succeed at cost – you move anywhere within Medium range and suffer a complication.
First Aid	▶ You attempt to stabilize an injured character within Reach. This is a **Daring + Medicine** task with a Difficulty of 1. Success means you stabilize the injured character so they will not die at the end of the scene but remain incapacitated. ▶ You can spend 2 Momentum to bring the warrior back into the fight, exactly as if they'd spent Determination to ignore the injury (see *Healing, Injuries, and Complications*, page 173).
Other tasks	▶ Perform a task at the discretion of the gamemaster. Circumstances or objectives may dictate a task, and particularly dangerous situations may require overcoming extended tasks or a challenge while battle rages around you.



Making an Attack

Attacks are the most important and direct of tasks in combat and require a little more discussion than the normal tasks. The process for making an attack is as follows:

CHOOSE A WEAPON AND TARGET

Choose the weapon you plan to attack with, and a viable target. A melee attack can only be attempted within Reach. A ranged attack can target anything within your line of sight.

LETHAL OR NON-LETHAL

Choose whether the attack is intended to be **non-lethal** or **lethal**. Some attacks are more difficult depending on the weapon. **If attempting a lethal attack, add 1 to the Threat pool.**

ATTEMPT A TASK, DETERMINED BY THE TYPE OF ATTACK:

- **Melee attack:** Attempt a **Daring + Security** task with a Difficulty of 1, opposed by your target's **Daring + Security** (also Difficulty 1). If your target wins the opposed task, then they inflict Stress on you instead.
- **Ranged attack:** Attempt a **Control + Security** task with a Difficulty of 2. The Difficulty increases by 1 if there is an enemy within your Reach. The complication range of the attack increases by 1 if there are creatures within Reach of your target, with a complication meaning you hit the other creatures as well.

INFLICT STRESS

If your task succeeds then the attack inflicts Stress, as described below.

- **Roll Challenge Dice:** Roll the number of ⚠ indicated by the weapon, plus ⚠ equal to your Security discipline, and total the result and any effects. This is the amount of Stress you inflict on the target.
- **Roll Cover:** The target rolls any cover ⚠ they have available and adds it to any other Resistance they have due to armor, and then reduces your ⚠ result by the total Resistance.
- **Inflict Stress:** The target adds any remaining Stress to their Stress track, resolves any effects, and checks to see if they have sustained an Injury.

Assistance in Combat

The Assist task works a little differently than most other tasks in combat. In these situations, you can choose to assist at the moment another character declares the task you wish to assist, even though it isn't your turn. However, you can only provide this assistance if you have not already acted this round, and providing assistance means that you will not take a turn of your own later in the round – assisting takes up your turn instead.

While this may seem a little more complex on the surface, in play it makes teamwork and assistance easier to resolve: you don't have to plan in advance if you want to assist someone, you simply declare it at the moment it becomes relevant, so long as you're not doing anything else that round.

Melee Combat Example: *Koloth, along with his allies, enters the Albino's stronghold and immediately engages with the security guards. Koloth attacks a guard to kill (adding 1 to Threat) and rolls his* ***Daring + Security****, scoring only a single success, while the guard generates one success on his own* ***Daring + Security*** *task. Since Koloth was the aggressor, he wins the tie and rolls to inflict Stress. Not inflicting enough Stress to knock out the guard, the fight continues, and the guard attacks back during his own turn. On the next turn, Koloth buys an extra d20 by adding to Threat, and scores enough successes to not only hit the guard but boost his Stress total so that the guard is incapacitated.*

Ranged Combat Example: *During battle, several Jem'Hadar soldiers beam onto General Martok's warship, and Martok and his loyal bridge crew find themselves surrounded. Martok pulls his disruptor pistol and declares that he's attacking to kill a Jem'Hadar (adding 1 to Threat), buys an extra d20 with Momentum, and opens fire, rolling his* ***Control 9 + Security 4*** *task. He generates the necessary 2 successes and hits his target. Martok rolls his 7⚠ for Stress and deals enough Stress to incapacitate the Jem'Hadar.*



Stress and Injury

When you successfully hit an opponent during combat, they may become injured. Some environmental effects also come with a risk of injury, such as falling from great heights, being set on fire, exposure to hostile environments, industrial or engineering accidents, and a range of other hazards.

Stress

All characters have a **Stress track**, representing how much superficial damage they can sustain, or how much resilience they have in battle. **Your character's Stress track is equal to their Fitness + Security** score. When you sustain Stress, you add that value to your Stress track. If you take 5 or more Stress at once, or an attack fills your Stress track, you could become injured.

Attacks and other hazards have a **Stress rating**, which is the number of Challenge Dice, or , with the total rolled applied against the target's Stress track. When you make an attack, you roll the listed by the weapon + equal to your Security discipline.

Melee Combat Options

While risky, hand-to-hand combat is a versatile option: a successful melee attack can be used not only to inflict Stress, but also to disengage from the fighting, and potentially more besides this. The following are the options for a character succeeding at a melee attack:

- **Disengage:** The character may move safely away from their opponent. The character moves to any point within Close range which is outside of their opponent's reach.
- **Grapple:** The character grabs their opponent. This requires that the character has an empty hand. This places a Grappled complication on the target, which will prevent them from taking any actions other than trying to break free (**Difficulty 2, Fitness + Security**) or attacking the grappling character (which increases in Difficulty by 1). The grappling character gains one bonus Momentum on all melee attacks against the grappled character. The complication is removed automatically when the grappling character chooses, or when they move out of reach.
- **Shove:** The character forces their opponent away. The target is moved out of reach, to any other point within Close range. In addition, the character rolls their normal unarmed strike Stress dice, but does not inflict any Stress; the Stress dice are rolled only to see if the knockdown effect triggers. If there is a hazard that a character could be pushed over, then they will only fall if they are knocked prone as part of this attack.
- **Strike:** The character harms their opponent. The character rolls their normal melee Stress dice and inflicts Stress normally.

Resistance

You may also have some Resistance allowing you to shrug off some Stress through protective gear, innate resilience, or circumstantial advantages like cover. Resistance comes in two forms – static values, which normally represent armor and innate resilience, and , which represent inconsistent and circumstantial protection, such as cover.

Whenever your character suffers Stress, roll any from cover and add that total to any static Resistance you have. Reduce the Stress inflicted on you by this Resistance score and add the remainder to your Stress track.

Injuries

Injuries in ***Star Trek Adventures*** represent a final blow or disruptor beam hit that knocks you out of the fight, leaving you defeated at the hands of your enemies.

You sustain an injury if:

A. You suffer **5 or more Stress** from a single attack or hazard, after reduction from Resistance.

B. Your **Stress track is filled** by that attack or hazard.

C. If your stress track was full before the attack or hazard, and the attack or hazard **inflicts any Stress**.

If two of these conditions are true from a single attack, you sustain 2 injuries.

When your character suffers an injury, they are incapacitated and unable to take any actions or attempt any tasks for the remainder of the scene. If your character would suffer two injuries from a single attack, resolve those injuries one at a time (based on whichever condition occurred first).

If your character is already injured by a non-lethal attack, then another injury (of any kind) immediately turns that into a lethal injury. If your character has already been injured by a lethal attack, then another injury instantly kills your character. At the gamemaster's discretion, a dead character may be disintegrated entirely.

Consequences of Injuries

If the injury came from a non-lethal attack, your character recovers from their injury at the start of the next scene, though not any complications they suffered because of those injuries. Your character regains consciousness, though they might be a little dizzy or disoriented for a few moments. Of course, they may also have been captured while unconscious, which brings a new set of problems.

If the injury came from lethal attack, then things can only get worse. At the end of a scene in which a character was injured by a lethal attack, then they will die unless they have been stabilized through the First Aid task. If your character

has been stabilized then they're still injured, and unable to take minor actions or attempt tasks until the injury has been healed properly, but they're no longer in immediate danger of death.

Injured characters cannot be targeted by any further attacks unless you generate 1 Threat (or the gamemaster spends 1 Threat for an NPC). Inflicting an injury on an already-injured character will kill them immediately, if the attack is lethal – there's only so much a body can take, even with the resilience of a Klingon warrior.

AVOIDING INJURY

Characters don't sit idly by and suffer injuries. Many proud warriors – including all player characters – have a limited ability to fend off mortal wounds, by diving aside at the last possible moment, pushing through the pain, or otherwise dodging out of the way. This kind of desperate act cannot be done indefinitely, and it always comes at a price – whether giving up on opportunities, giving the enemy an edge, or allowing some other problem to occur.

When your character suffers an injury, you have the option of avoiding it. Avoiding an Injury is a Momentum spend that prevents the injury from happening. Avoiding an Injury costs 2 Momentum (Immediate), and the character suffers no effects from being injured, and may continue to act as normal. Avoiding an Injury does not remove any other effects from the attack – Stress is still inflicted, the character may have been knocked prone, etc.

You can pay for Avoid an Injury by generating Threat instead of spending Momentum, and you can also Avoid an Injury by suffering a complication, which represents a minor injury, or some other consequence of the attack such as a bystander hit, damage to machinery nearby, etc.

Regardless of how it is paid for, **you can only Avoid an Injury once per scene** until succeeding at a Recover task (page 170). You cannot stockpile extra chances to Avoid an Injury – if you already have a chance to Avoid an Injury, you can't gain an extra chance to use later – and an unused chance left over at the end of the scene is lost.

Example: *Commander Kurn, in hand-to-hand combat with several other Klingons during the Klingon civil war, disables one of his attackers but is attacked from behind by another, who stabs him with a d'k tahg dagger. The Klingon has 1 Momentum left from his attack, and rolls 4 for Stress, for a result of 1, 2, 0, and an effect, for a total of 4 Stress. Spending his Momentum to add 1 to the Stress for a total of 5, the Klingon inflicts an injury on Kurn. Kurn chooses to suffer a complication to pay for avoiding the injury, describing it as taking a minor wound. He's hurt, but can still stand and fight for now.*

OBJECTS AND STRESS

If you're attacking objects, the gamemaster can also track their integrity by using Stress tracks, functioning the same way as characters' Stress tracks, and most objects will have a small amount of Resistance, representing their durability. Where a character would suffer an injury, an object will break – walls and barriers are opened, complex systems cease to function, etc. Especially sturdy objects may require several "injuries" to completely break them.

IGNORING AN INJURY

Instead of avoiding an injury, you can spend a point of Determination to ignore the effects of an injury for the remainder of a scene. Unlike most uses of Determination, this doesn't require that the character has a value appropriate for the situation – this use is always available.

It is also risky: the character is still injured, but they're giving up the "protection" of being incapacitated (i.e., enemies no longer need to spend Threat to target the injured character), so another lethal injury will be fatal. At the end of the scene, the character returns to suffering the effects of the injury normally, and any Medicine tasks made to heal the injury increases in Difficulty by 1.

HEALING, INJURIES, AND COMPLICATIONS

You may provide first aid to your fallen comrades to fight another day! If you succeed with the First Aid task, attempting a **Daring + Medicine** task with a Difficulty of 1, the injured character is stabilized and will not die at the end of the scene. Your patient still requires proper treatment to recover from the injury fully and will be incapacitated until you do.

Recovering from the injury is a different matter and cannot be done during a combat scene. When you are injured you require treatment to remove your injury and return to active duty. Medical treatment to remove an injury is a **Control + Medicine** task with a Difficulty of 3, though traits such as the equipment available, the place where the treatment is being performed, and the number of injury-related complications the patient is suffering from can all adjust this Difficulty. It is, naturally, much easier to treat serious injuries in a well-stocked medical ward than it is to provide that same treatment in a damp cave with a basic medkit. Success on this task removes the injury completely, as well as all related complications.

If you need to heal any medical complications – any complications that affect a character's physical or mental health – it takes a **Control + Medicine** task with a Difficulty of 2 to remove one such complication, and additional complications can be removed for 2 Momentum each (Repeatable).

Weapons and Effects

Stress inflicted by weapons and hazards have a few common functions. The key elements of a weapon are the type of weapon it is, its Stress rating, the size of the weapon, and any qualities it possesses that influence how it is used.

- **Weapon Type:** Either melee or ranged, determining what kind of attack you can make.
- **Stress Rating:** This will be a number of you roll and will list any effects that trigger when an effect symbol is rolled in the dice pool.
  - You roll additional equal to your character's Security discipline whenever you inflict Stress on a target with an attack.
- **Size:** Weapons will either be one-handed (1H) or two-handed (2H). A two-handed weapon can be used in one hand to make an attack, but the Difficulty increases by 1.
- **Qualities:** These are additional rules, providing additional restrictions or benefits that apply to the weapon's use.

Effects

The following effects provide additional benefits whenever an effect symbol is rolled on . When one or more effects are rolled, all effects that apply to that attack are triggered.

- **Area:** The attack affects a wider area and can affect several targets at once. You automatically affect any character or damageable object within reach of the initial target, and then one additional target within Close range of the initial target for each effect rolled, as determined by the gamemaster. If one or more complications is rolled when using an Area attack, the gamemaster can choose to use complications to have an ally in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Intense:** The attack inflicts massive harm on a target, incapacitating them far more swiftly. The Momentum cost to Avoid an Injury caused by an Intense weapon increases by 1 for each effect rolled.
- **Knockdown:** If one or more effects are rolled on this attack, then the target is knocked prone. The target can resist this effect by adding a number of points to Threat (or spend for NPCs) equal to the number of effects rolled.
- **Piercing X:** The attack ignores X points of the target's total Resistance for each effect rolled.
- **Vicious X:** The attack inflicts X additional Stress for each effect rolled.

Qualities

The following additional qualities alter the way the weapon functions, some in positive ways, others by applying restrictions.

- **Accurate:** The weapon is especially precise, often incorporating sights that allow increased accuracy. If you perform the Aim minor action before making an attack with this weapon, then you can re-roll any d20s in your dice pool.
- **Charge:** The weapon has an adaptable energy supply, allowing its potency to be scaled to different levels. If you perform the Prepare minor action before attacking with

Improvised Attacks

Improvised attacks take the form of more mundane objects being used as weapons. You may need to create an advantage to assemble an improvised weapon or set up a trap. Once you have created the advantage, the gamemaster should determine the type, Stress rating, size, and qualities of the attack, as well as any other limitations. The gamemaster should also determine what combination of attribute + discipline is used to make the attack.

- **Type:** Melee or ranged, based on your intent. A poisoned hypospray is used at reach, so it's a melee attack, while a rockslide is ranged because it affects enemies at a distance.
- **Stress Rating:** 2 + equal to the discipline you are using to make the attack. Larger attacks can have more at the gamemaster's discretion. The gamemaster can add a single effect to the attack as well, if required.
- **Size:** If the item used to make the attack is carried in one hand, then the attack's size is 1H. If it takes two hands to make the attack, then its size is 2H.
- **Qualities:** All improvised attacks have the Cumbersome quality – they're not as easy to use offensively as a proper weapon. The gamemaster may determine that the attack has other qualities, based on how it is used.
- **Other Limitations:** The gamemaster may introduce other narrative limitations, particularly if the attack is particularly potent. This may limit how often the attack can be used, or lingering consequences from the attack.

this weapon, you may add one of the following effects to the attack: Area, Intense, Piercing 2, or Vicious 1.

- **Cumbersome:** The weapon takes patience and precision to use effectively. You cannot attack with a cumbersome weapon unless you take the Prepare minor action.
- **Deadly:** The weapon is designed to be lethal. When you make non-lethal attacks with this weapon the Difficulty increases by 1.
- **Debilitating:** The Difficulty to stabilize or to heal injuries caused by this weapon are increased by 1.
- **Grenade:** The weapon is an explosive or energy device that can be thrown. You can attack a target up to Medium range and have enough grenades for 3 attacks.
- **Hidden X:** You can use a minor action to conceal this weapon. Any search for the weapon requires an **Insight + Security** or **Reason + Security** task with a Difficulty of X.
- **Inaccurate:** The weapon is imprecise and clumsy, and very little can be done to change that. You do not benefit from the Aim minor action when making an attack with this weapon.
- **Non-lethal:** The weapon is debilitating, rather than deadly. When you make lethal attacks with this weapon the Difficulty increases by 1.

Combat Momentum Spends

Momentum is a key tactical resource during combat. When you generate Momentum in combat you have numerous options available to achieve victory over your enemies, empower your fellow warriors, and bolster your own glorious acts!

You have all the normal Momentum options available to you in a combat scene, with additional options that relate directly to combat. As normal, spends listed as Repeatable means they can be repeated as many times as you have Momentum to pay for them, and spends listed as Immediate can be played at any time during your turn (and can be paid for by generating Threat). If a Momentum spend is neither Immediate nor Repeatable, you can only use them once per turn.

Momentum Spends

OPTION	COST/IMMEDIATE/REPEATABLE	DESCRIPTION
Added Stress	1 Momentum, Repeatable	Increase the Stress inflicted by a successful attack by 1 for each Momentum spent.
Avoid Injury	2 Momentum, Immediate	Avoid suffering a single injury. You can pay the cost by suffering a complication, instead of spending Momentum. You can only avoid an injury once per scene, until you take the Recover action.
Buy d20s	1-6 Momentum, Immediate, Repeatable	Before you roll for a task, you can buy up to 3 more d20s for your dice pool.
Create Advantage	2 Momentum	You can establish a new advantage for you in the scene, or remove a complication from the scene.
Disarm	2 Momentum	Target drops one weapon they are holding, dropping to within their Reach.
Extra Minor Action	1+ Momentum, Immediate, Repeatable	Take an additional minor action. The cost is equal to number of minor actions already taken that turn – 1 for the second minor action, 2 for the third, 3 for fourth, etc.
Increase Difficulty	2 Momentum, Immediate, Repeatable	You can increase an opponent's task Difficulty by 1 for every 2 Momentum spent.
Keep the Initiative	2 Momentum, Immediate	Pass the next turn to an ally instead of the enemy. May only be done once before passing the next turn to the enemy.
Obtain Information	1 Momentum, Repeatable	You can ask the gamemaster a single question about the scene, per Momentum spent.
Penetration	1 Momentum, Repeatable	Ignore 2 Resistance for each Momentum spent.
Re-Roll Challenge Dice Pool	1 Momentum	Re-roll any number of in your current dice pool.
Secondary Target	2 Momentum	You target a second character or object within Reach of your initial target. They suffer half the attack's Stress, rounding down.
Swift task	2 Momentum	You can attempt one additional task, increasing the Difficulty of your second task by 1. You may only do this once per turn.

Melee Combat Example

Kang, Kor, Koloth, and Jadzia Dax are fulfilling a blood oath against the Albino, a notorious criminal and murderer. Dax and her allies, all player characters, assault the Albino's compound and corner him and a few of his guards in his main hall. Scenes in the compound currently have the "Tetryon Dampening Field" trait, which disables all energy weapons. The gamemaster, Kathleen, recognizes that a bloody melee combat encounter is about to take place and reminds the players that any characters who become injured will die at the conclusion of the scene if they are not stabilized by a First Aid task.

The Albino stands atop a tall staircase, so Kathleen rules he's at Long range, or a distance of 2 zones, from the player characters at the start of the scene. Three of the Albino's guards stand between the player characters and the Albino, and Kathleen rules they're at Medium range, or a distance of 1 zone.

Koloth has the highest Daring, so he acts first. He uses a minor action to move one zone and into reach with one of the Albino's guards. Koloth then uses his task to attack the guard with his *bat'leth.* Koloth's player, Ray, rolls a Difficulty 1 **Daring + Security** task, opposed by the same roll from the guard. Ray buys an extra d20 for the roll by paying 1 Threat to Kathleen. Ray rolls 2 successes, and Kathleen rolls 1 success for the guard. Therefore, the attack succeeds and Ray rolls to inflict Stress. The attack deals 6 Stress to the guard, which exceeds the 5 Stress necessary to cause an injury. Kathleen rules Koloth's *bat'leth* slices into the guard's midsection, dealing a grievous wound that takes the guard out of the fight.

Miguel, playing Kang, wants to charge into the brawl as quickly as possible, so he spends 2 Momentum to keep the initiative on his side. Miguel then takes the Sprint action to give Kang a chance to reach the Albino immediately. Miguel rolls a Difficulty 0 **Fitness + Security task** and gets 1 success. Kang moves into the adjacent zone automatically, and Miguel spends the point of Momentum he generated on the roll to move through one additional zone, which is enough for Kang to climb the stairs and get within reach of the Albino. Having completed the task, the players hand the initiative to the other side.

Kathleen announces the Albino attacks Kang with his sword. Kathleen spends a point of Threat for an extra d20 and attempts a **Daring + Security task**, which must be opposed by the same roll from Kang. The Albino scores 3 successes, while Kang scores only 2. Kathleen announces that the attack succeeds and deals 8 Stress, inflicting an injury on Kang. Miguel could avoid the injury by spending 2 Momentum or accepting a complication. But Miguel decides Kang is more likely to go out in a blaze of glory and instead decides to spend a point of Determination to ignore the effects of the injury. Accordingly, Kang suffers an injury as usual but continues to participate in the scene. This means Kang will die if he takes another lethal injury or if he does not receive medical attention before the conclusion of the scene.

The initiative shifts back to the player characters. Teresa, Dax's player, uses a minor action to move within reach of one of the guards and uses her task to swing her *bat'leth*. Teresa rolls 1 success on her **Daring + Security** task, but Kathleen rolls 2 successes on the opposed roll for the guard. Kathleen declares that the guard reversed Dax's attack. Kathleen rolls to inflict Stress and deals 5 Stress to Dax. Teresa decides she doesn't want Dax to drop out of the fight, so she spends 2 Momentum to avoid the injury resulting from the guard's reversed attack.

This process continues until every character has acted during the first combat round. The second round begins with the initiative belonging to the Albino and his allies. The combat encounter proceeds until the fight is resolved.

At the end of the fight, the Klingon warriors and Dax are victorious. However, Koloth and Kang have suffered mortal wounds and are injured. "Today is a good day to die," Miguel croaks before declaring that Kang has passed into Sto-Vo-Kor.



PRONUNCIATION: *wa' jaj 'etlh 'uchchoHlaH tlhIngan puqloD; jajvetlh loD nen moj*
TRANSLATION: The son of a Klingon is a man the day he can first hold a blade.

CHAPTER 07.00

TO COMMAND THE STARS



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CHAPTER 07.10

TO COMMAND THE STARS

THE KLINGON IMPERIAL FLEET

"A KLINGON IS HIS WORK."

– KLINGON PROVERB

LIFE ON BOARD

Life aboard a Klingon Defense Force vessel is a true warrior's life, of hard work, drills, ambushes, raids, and battles, all in the pursuit of a glorious victory. A clear chain of command provides you with a simplified, heightened version of larger Klingon society, with clear strata from servants, to warriors, and officers – crew and warriors from lower castes, and members of the Great Houses of nobility serving the Empire as officers. Every single member of your crew is dedicated, determined, and disciplined, focused on the singular cause of victory at the expense of your lives, if necessary.

SHIFTS

STANDARD 6-HOUR ROTATION

DUTY SHIFT

Whatever your place in the rotation, your duty shift will take place at your station. If you are a ship's officer, this will be at your place on the bridge or reactor pit, while warriors and engineers below you will cover these positions in their duty shift while you aren't at your post.

LEISURE SHIFT

When your duty shift comes to an end, it is common for the cooks to serve a meal and for your rotation to eat together, building strong bonds with your fellow warriors who you need to rely on when you are on duty. During your leisure time it is also expected that you spend some time in the training halls aboard, or perform any administrative duties you may have, especially if you are an officer.

SLEEP SHIFT

Your sleep shift is the six hours allotted to your rest – crew return to their basic quarters, or take their place in a shared bunk if a servant or warrior, particularly on smaller, more cramped vessels. What you do during this time, however, is up to you, but be warned: you are expected to return to duty in a way that befits the honor and discipline of a Klingon warrior.

As engineers toil in the reactor pit, surgeons tend to the injuries of their comrades (as much as the injured desire to be tended to), and officers on the bridge chart courses and track targets, Klingon opera is sung, echoing down the hallways and bolstering the hearts with tales of valiance and triumph. Morale is kept high through fighting battles and winning, and glory is rewarded with barrels of bloodwine and fresh *gagh* served in the communal mess hall. With mixed crews, it is not unheard of for eligible Klingons to take a mate while on board, although these courtships tend to be short-lived if the vessel is actively engaged in battle, and the pair are still expected to continue their duties diligently regardless of the other's injury or death.

Within these corridors and decks, you should find your rightful place in the Klingon Empire, serve it nobly, and become immortalized in song.

FIGHTING FOR POSITION

You must literally fight for your place in the chain of command aboard your ship, an expectation that creates a cutthroat but strong disciplinary structure with every warrior knowing their place, and every officer and crewmember aboard striving to do their best for the Empire. It is your duty to challenge your direct superior, if they are too old or compromised enough to fail in their duties. Doing so, and killing them, gives them an honorable death and sends their soul to Sto-Vo-Kor, but more importantly it gives the crew of the ship a more capable crewman than the last. It's important to note, though, that you can only challenge your direct superior – a warrior can't challenge the captain, they must convince the first officer to challenge them instead. If that is you, I wish you all the best in your efforts, and remember "there are no old warriors."

There are limits to the right of challenge – servants can't become warriors, and warriors can't become officers. The Klingon caste system still holds true in this regard. The only way for you to rise in status is through field promotion, which can propel a servant to a general if they prove extraordinary honorable and brave in wartime. These field promotions are only earned during a war, which leaves Klingon society stale and stagnant in times of peace.



Ship Regime

Your regime aboard is as grueling as a warrior's life requires. When you are not needed at your station – either running combat drills or destroying your enemies – you are expected to train with your fellow warriors and devote yourself to studying tactics and the vulnerabilities of your enemy.

Training halls are found aboard every Klingon vessel, and warriors from all over the ship are expected to train with each other to learn from each other and prepare themselves for any opponent. Within these halls you will find everyone, from the engineering crew to your captain, training with each other, learning and teaching fighting techniques. These halls are well stocked with a proud arsenal of weapons – *bat'leths*, *d'k tahg* daggers, *gin'tak* spears, and *mek'leths*.

Your duties will be hard but rewarding – a dream for every Klingon warrior. Your place aboard the ship will have significant bearing on your duty roster, and most – if not all – Klingon warriors will spend a duty shift aboard the bridge so that any hand can take control in the heat of battle if their superiors are killed.

Any leisure time you have can usually be spent in the mess hall, where the entire crew are welcome and eat together to build ship morale and comradeship. Barrels of bloodwine and warriors drunkenly boast of their glorious achievements, and Klingon opera is sung. When they aren't socializing, some Klingons seek the company of Kahless, meditating and praying so that they might receive a vision of an upcoming battle or guidance from the Unforgettable.

Discipline

Discipline aboard Imperial vessels is swift and harsh, and dealt from your immediate superiors. When you enter service you pledge your life to the ship and its captain. Often, the first officer will accept your life and pledges in return to be your voice to the captain – the captain then accepts your life for the glory of the Empire.

You are responsible for administering discipline to your immediate subordinates, only striking those you lead directly. This rigid command and discipline structure stops a vessel from becoming a chaotic mess of challenges and fights. In return, as explained earlier in "*Fighting for Position*", you can only challenge your immediate superior.

Discipline is kept rigorously, so that you are prepared for battle at a moment's notice. You should be devoted to your ship and the duty you take for the Empire, and any signs of wavering from this or being distracted from it should be beaten out of your subordinates as swiftly as it is witnessed.

The Rest of the Crew

On any Klingon vessel, a number of warriors – or *bekk* – will be stationed on board to carry out secondary duties as well as being available to engage in boarding actions and ground combat. These warriors are often on a different shift rotation than the officers, but fulfill their duties when they are off-duty. The number of warriors on board vary greatly, from 16 aboard a bird-of-prey to over 2,500 on board the mighty *Negh'Var* warship.

A team of engineers takes its place on the crew of every Defense Force ship – six engineers crew a bird-of-prey – and are responsible for the maintenance and repair of the ship, under the engineering officer. Engineers are servants, rather than warriors, and are based in the reactor pit around the warp core of the vessel, and because of this often command less respect than the warriors and officers on board.

Ship Roles

Aboard all Klingon vessels, roles fall within five departments: command, weapons, helm and navigation, engineering, and science. Each department has a lead officer, and under them warriors who fulfill their duties.

Captain

The captain is the commanding officer of the ship, with the Defense Force rank of general, captain, or commander. They hold the lives of the crew in their hands, and issue orders to their officers to execute battle plans and provide direction and strategy in combat.

As captain, you expect nothing less than the total devotion of your crew, so that they may lead you all to glory and victory – but good captains take the responsibility of their command seriously, considering the advice of their officers without appearing weak. Captains that make rash, questionable tactical decisions, however, soon lose the trust of their crew, and the best captains do not let their pride get in the way of the glory a crew seeks.

You have the ability to make field promotions, even raising servants on board to the strata of warrior. Many under you will be lieutenants, sergeants, or *bekk*, who could be promoted to replace lost officers or raised in rank if they are exceptionally honorable.

First Officer

The first officer aboard any Klingon vessel serves the captain but stands for the crew. When you take your commission aboard a new vessel, the second officer will surrender the crew's battle record to you, which details their victories. With this record, you can then pledge the lives of the crew to your captain.

As first officer, you are the crew's voice, bringing their concerns to the captain. Your primary duty, though, is to manage the day-to-day running of the ship, and to provide tactical advice to the bridge crew during battle. Also, as the immediate subordinate of the captain, you bear a duty to your entire crew to challenge the captain for their command if they are found in dereliction of their duties. You have a weight of responsibility heavier than most warriors to challenge your superior if you witness any incompetence, as any challenge will likely result in your death if you do not kill the captain. Not only that, if you do win, you must now command the ship!

Second and Third Officers

The first officer is supported by a second and third officer, who effectively deputize the duties of the first officer – running shifts, assigning tasks, keeping ship's systems fully operational – during the first officer's leisure and sleep time. As a second or third officer, you may not have the captain's ear, but you are likely closer to the crew and can impress upon the first officer their thoughts and concerns.

A third officer, specifically, may be a young officer looking to get their first taste of command or learn from a more experienced commander. Young warriors from notable Houses are often placed aboard prominent ships, in order to prove themselves and gain valuable experience from seasoned commanders.

Helm Officer

The helm officer is in charge of piloting and navigation duties aboard the ship, from maneuvering the ship in combat to charting the fastest warp-speed courses to reach the enemy with an upper hand. Under you, other warriors will take their place at the helm during other duty shifts, or may take your position if you are called away for other duties.

Normally, even though the helm is split into two identical stations, as the helm officer you are responsible for the overall maneuvering and charting of space around the ship, even with a co-pilot subordinate alongside you. During combat, they can assist you as a co-pilot, or take over your role should you fall in battle.

Weapons Officer

As the weapons officer you are responsible for the offensive capabilities of the entire ship, and from the tactical station on the bridge you command all of its arsenal, from disruptors to torpedoes. Unlike other species, Klingon weapon officers take pride in manually targeting and firing on enemy ships and their systems rather than relying on computer targeting.

It's also your duty as tactical officer to know as much about your potential enemy as possible, studying alien ships, their tactics, starship combat strategies, as well as the most effective melee combat techniques to overcome those opponents. The most effective weapons officers know their enemy's weaknesses and how to exploit them.

Science Officer

The science officer is in charge of analyzing and interpreting telemetry from the sensors and all scopes the ship can utilize to support its combat effectiveness. At the science station on the bridge, you can pull up sensor data and focus scans on enemy vessels or objects of interest.

During battle, your main duty is to report the status of the enemy to your fellow officers, advising them on vulnerabilities and providing them with the sensor information they need to effect their duties. Working closely with the tactical station, you relay technical weaknesses of your enemy, while you report anything unusual to helm and navigation – particularly if it would affect your ability to cloak, maneuver the ship, or go to warp.

Engineering Officer

An engineering officer will spend their duty shifts split between the bridge's engineering station and the reactor pit, where they assign maintenance tasks to the team of engineers aboard. While you are stationed on the bridge, especially during combat, your duties require that you coordinate the engineering team in emergency repairs, as well as working with both helm and tactical to engage and disengage the cloaking device smoothly, so the ship isn't vulnerable for too long and the weapons are fired as soon as they are operable. You must also manage the power used by the different systems aboard the ship, altering the flow of power and rerouting it to those systems that need it most.

During your leisure shift, it may be that you go over maintenance reports and keep up system tests so that the ship is at its peak performance – a Klingon Defense Force vessel must be ready to go into battle at a moment's notice, and the responsibility of keeping the ship's systems ready like this is squared solely on your shoulders with the support of your engineers under you.

Ship's Cook

Even though the ship's cook is a servant like any other on board, they are often considered the most important Klingon on the ship, as meals are a communal affair and bring up the morale of the entire crew. The renown of the ship is often reflected in the freshness of its ingredients – the more alive the better. As ship's cook, you are an excellent butcher, able to skin and carve cuts of meat and prepare dishes of live delicacies with strong spice mixes.

In your galley, next to the mess hall, you are responsible for cultivating and caring for your live ingredients – *gagh*, *krada*, *pipius*, *racht,* and *targ*. Slaughtering and butchering these creatures is both an art and a requirement for Klingon cuisine,



as no replicators are used in preparing these meals. Klingons value the flavor and texture of real ingredients, and to have replaced them with replicated copies would constitute a failure that would result in your death!

SHIP'S SURGEON

While a Klingon's honor demands they die an honorable death, no Klingon throws away their life needlessly, and so if they can serve the Empire even though they have suffered an injury it's down to the ship's surgeon to patch them back up and get them ready for combat again as soon as possible. Klingon anatomy is tough and resilient, with redundant organs due to *brak'lul*.

As the ship's **Haqwl'**, administering medicine to your fellow warriors is a lot harder than any other species. Warriors are expected to survive grievous wounds from their own resilience, or die from the battle, not be denied a place in Sto-Vo-Kor by a surgeon in a medical ward. Due to the beliefs in honor and glory, Klingon medicine is not as refined as other civilizations and the surgeon's work is often rudimentary, focusing on getting the patient back to their duties as quickly as possible rather than caring for their long-term health. And even when not under battle conditions, your medical bay is often full of Klingons with minor injuries from fighting or training that need attention.

A SHIP'S MENU

BIREQTAGH

A favorite aboard battleships throughout the fleet, *bregit* lung is a tough dish, served diced with a pale color.

GAGH

A renowned Klingon delicacy. *Gagh* is freshly served serpent worms, either live, freshly killed, or stewed. There could be as many ways of serving *gagh* as there are cooks in the Imperial Fleet, each with a different flavor, texture, and preparation – with even the type of blood the *gagh* is fed having an influence on its eventual flavor. Dishes of *gagh* include:

- ***Bithool gagh*:** Serpent worms with the feet kept on the body, served freshly killed so they do not interfere with their consumption, even though some Klingons prefer to eat it live for the "fighting" mouthfeel.
- ***Filden gagh*:** Serpents served live, that squirm in the mouth and down the throat. Even though *gagh* can become an intestinal parasite if not killed by chewing, some Klingon try to swallow *filden gagh* live, so that the worms struggle down the throat toward the stomach. It is every *filden gagh* eater's hope that the herbs used to prepare the dish kill the worms before they enter the gut, and any mistakes in preparing the dish can result in the dishonorable deaths of many Klingons – only the bravest and most experienced Klingon cooks serve this meal.
- ***Meshta gagh*:** A dish of worms that jump, served for the enjoyment of its diners having to catch their food at the table, this meal is served at times of celebration and is popular with young Klingons and at Age of Ascension anniversary dinners.
- ***Wistan gagh*:** A dish served more like a cold stew or soup, where the worms are plated in a bowl of targ blood. The two bloods – the *targs*' and the worms' – provide a subtle but brilliant flavor combination. Served for dignitaries and during formal occasions, the *gagh* blood as a delicacy is enhanced by the blending of the *targ* blood.

QA'DA' LEG

Qa'Da' leg is a popular, hearty plate of meat, broiled in a mix of spices and served on the bone. It is one of the more appetizing dishes to those outside the Empire, and is best when it hasn't been cooked too long, so the meat is still tough and the flesh tears as if fresh. Longer broiling often softens the meat too much, and spoils the texture, the resulting dish then turned into a stew and served at a subsequent meal when a family needs to stretch out their provisions.

MOLLUSKS

Mollusks, rather than a particular dish, is a category of meat popular in Klingon great halls and mess halls. Mollusks are a phylum of invertebrates – animals without a spine – and include foods like clams, squids, snails, slugs, and octopus. The Klingon palate has a taste for these fleshy species, and a range of them are served from all over the quadrants, from jumbo Romulus and Vulcan mollusks to the more delicate clams and snails on the southern Empire borders. Universally, though, mollusks are served live or raw with unique spice blends that vary from cook to cook.

RACHT

Racht, much like *gagh*, is a dish of live worms. *Racht* is larger than its invertebrate cousin, and doesn't have as many varieties but is served live like *gagh*. For children, candied *racht* is also served either as a treat or as dessert.

TARG

Vicious, destructive animals, *targs* make the best livestock for a Klingon warrior! Hunted or farmed for generations, Targ meat is a favored ingredient at chef's tables throughout the Empire, with ships and great houses ensuring a fresh supply. *Targ* heart is a particularly popular delicacy, eaten after the sacrificial killing at the annual Day of Honor ceremony. A *targ*'s blood can be used to flavor a dish or provide a sauce for *gagh*, while its shoulder fat is used for var'Hama candles.

CHAPTER 07.20

STARSHIP FUNDAMENTALS

"WHAT MAGNIFICENT BATTLES WE COULD HAVE AT THE HELM OF THIS SHIP."
– CAPTAIN HORRIS

STARSHIP PROFILES

Just as with characters, starships are represented using attributes, disciplines, traits, and talents, but these statistics reflect different things about the vessel, like **systems** instead of attributes, **departments** instead of disciplines, **scale** to describe their size, and **crew support** to represent how much you can use your crew as a resource.

Starships have the following statistics in their profile:

- **Systems** describe the ship's main attributes: Communications, Computers, Engines, Sensors, Structure, and Weapons.
- **Departments** reflect the different teams of personnel aboard, and their individual expertise. The departments are Command, Conn, Engineering, Security, Science, and Medicine – just like characters' disciplines.
- **Focuses** are handled differently; unlike characters, ships don't have a list of focuses. Instead, when you roll a pool of d20s for a starship, the ship counts as having an applicable focus. Every d20 result equal to or under the ship's department value generates 2 successes.
- **Talents** are special features of a starship, just like characters. Ship talents are listed on page 228.
- **Traits** are also applicable for ships. By default, your starship will have the Klingon Starship trait that identifies its origin in the Klingon Empire. It can have more traits, depending on its service history, notoriety, or any circumstances affecting it at the time.
- **Scale** is a numerical value that describes a ship's size, from 1 reflecting a shuttlecraft-sized vessel, to Scale 6 for a *Negh'Var*-class warship.
- **Resistance** reflects the strength of the ship's hull against damage, and absorbs Stress, just like armor does for characters. A starship's base Resistance is equal to its Scale, and can be improved with talents.
- **Shields** represent the Stress track of the ship, and as Stress is inflicted the ship loses points of shields. Once the shields have been reduced to 0, the ship has lost shields, and is open to suffering hull breaches and damage to its systems.
- **Power** represents a pool of points you can spend to take actions with the ship. Some actions require Power, like going to warp or firing phasers. A ship's Power represents its surplus power supply, and once your Power is reduced to 0, actions that use Power start affecting main power with complications to key systems.
- **Crew Support** reflects the amount of crew on board that you can call upon to assist you with your missions. You can spend crew support points to introduce secondary characters to your missions.

SYSTEMS

Each starship in ***Star Trek Adventures*** is defined by six **systems**. They are usually rated from 6-12, describing the capabilities of the ship compared to other vessels. When you roll a d20 for your starship, its systems form the first part of your target number – just like your character's attributes.

- **Communications:** Subspace transceivers used to hail ships, starbases, and planets.
- **Computers:** A starship's core operating systems, processors, and data storage.
- **Engines:** The propulsion systems – thrusters, impulse engines, and warp drive.
- **Sensors:** Instruments to scan the ship and its environment, as well as its transporters.
- **Structure:** Structural integrity, hull, shielding, and life support systems.
- **Weapons:** A ship's offensive weapons systems, including energy and torpedo delivery methods.

You may encounter situations in which more than one of your ship's systems are applicable. In these cases, it is important to consider the context of the situation, and how you approach the problem. Your gamemaster may choose which system is most applicable to a situation if more than one could be used.

COMMUNICATIONS (Qum)

This system encompasses the transmission, encryption, decryption, and retrieval of subspace signals on a range of frequencies, as well as a range of other forms of signal transmission and reception. Any task that involves or relies upon communications systems should use Communications.

Use a ship's Communications:

- When clearing up a distorted hail.
- When jamming other signals.
- When coordinating between allied vessels in battle.

COMPUTERS (De'wI')

This system represents the ship's library and operational computer systems. Any task that relies on the processing power and data storage of the ship's computers uses Computers.

Use a ship's Computers:

- When researching information stored in the ship's library.
- When analyzing scans of the enemy's fortifications.
- When simulating an attack plan to predict how it will unfold.

ENGINES (jonta')

This system covers the propulsion and power generation systems of the vessel, and its ability to move and maneuver through space. This includes thrusters, impulse engines, and warp drive, as well as reactors, generators, and related systems such as the navigational deflector. Any task that relies on moving the vessel under its own power uses Engines.

Use a ship's Engines:

- To maneuver the ship.
- When firing a particle stream from the navigational deflector.
- When chasing a fleeing vessel.

SENSORS (noch)

This system covers the vessel's sensor suites and probes, allowing it to scan and monitor its surroundings. It also relates to transporters, as they are heavily tied into a ship's sensors. Any task that involves scanning and analysis using the vessel's sensor arrays should use Sensors.

Use a ship's Sensors:

- To gain information about various phenomenon.
- When beaming a strike team onto a planet's surface.
- When attempting to locate an intruder or foreign force moving within the ship.

STRUCTURE (Qur)

This system covers the physical construction of the vessel, from its hull to the structural integrity field and inertial dampers, as well as thermal and radiation shielding, life support systems, and artificial gravity. Any task that involves the physical integrity of the vessel uses Structure.

Use the ship's Structure:

- To reinforce the ship against an external threat or hazard.
- When altering life support to change the environment on board.
- When maintaining the ship's integrity.

WEAPONS (nuHmey)

This system covers the tactical and offensive systems of the vessel, its disruptors, torpedo launchers, and any other weapons. Any task that involves attacking a target uses Weapons.

Use the ship's Weapons:

- To fire on another vessel.
- When cutting or destroying an object in space.
- To modify a weapon system to produce an unusual effect.

Departments

In addition to the six systems, each ship is supported by six departments, which encompass the personnel and resources each ship carries. Each department is rated from 0 to 5, with each rating representing the technology and crew proficiency within that field. Starships of the Klingon Defense Force have at least a 1 in every department. Vessels are expected to fulfill a variety of roles and carry out a wide range of missions.

The six departments mirror the six disciplines of your character – and are used similarly, though they represent

Department Rating

RATING	MEANING
0	No dedicated facility – improvised capabilities only.
1	Basic, minimum-level capabilities – a small number of personnel & limited facilities.
2	Standard capabilities – moderate facilities & basic staff.
3	Improved capabilities – large facilities & experienced personnel.
4	Advanced capabilities – expansive, specialized facilities & excellent personnel.
5	Top of the line capabilities – state of the art facilities & highly-skilled personnel.

how much support those fields receive aboard the ship, as noted in the Department Table. Each department covers a wide range of activities. Some activities may fit under more than one department, so which one is most applicable to any of those things will depend on circumstances more than anything else.

COMMAND (meH)
Command represents the organization of the ship's crew, and its chain of command. It also represents how well the ship represents the honor and glory of the Empire, and conveys those things to both allies and outsiders, which can be valuable in diplomatic situations.

CONN (Degh)
Conn is the quality of the ship's flight control and astronavigation systems, as well as the expertise of its flight crews and the maintenance personnel responsible for maintaining those systems.

ENGINEERING (jonSeH yaH)
Engineering represents the quality and quantity of the ship's engineering and technical personnel, as well as the tools and facilities they work with.

SECURITY (Hung)
Security represents the skill, training, and numbers of the ship's warriors, as well as other on-board security systems such as containment fields, and the refinement and calibration of tactical systems.

SCIENCE (QeD)
Science represents the scientific personnel aboard the ship, their laboratories, their analytical facilities, and the other tools and systems available for analyzing data and studying the unknown.

MEDICINE (ropyaH)
Medicine represents the ship's medical facilities as well as the doctors who work there. Most of the uses of Medicine are internal to the ship, rather than affecting objects outside the ship.

Focuses
Unlike characters, starships do not have a list of focuses, and instead treat every task as if it had an applicable focus. When you roll any d20 on behalf of the ship, each result equal to or less than the ship's department value generates two successes.

Example: *Grotok is trying to steer the* I.K.S. Gr'oth *through an uncharted section of the Betreka Nebula. He rolls his Control 10 and Conn 3, and is assisted by the ship's Engines 8 and Conn 3. On the ship's die, any roll of a 1, 2, or 3 – equal to or less than the vessel's Conn department – scores two successes.*

Talents
Starships have talents, just as characters do, representing areas of design and specialization. They provide similar benefits to the talents of your player characters, but the context is determined by the starship rather than by any character's behavior. **A ship has a number of talents equal to its Scale.**

Traits
A starship will typically have one or more traits, the first of which will always be the name of the civilization which created it – Klingon ships all have the *Klingon Starship* trait. Traits are descriptions of the important aspects of the ship. They help define what the ship is and what it can do, and they can be employed in the same way as traits for a location or situation, such as to increase or reduce the Difficulty of tasks.

A ship may have additional traits reflecting other definitive elements of its construction or purpose, or even the influence of past events, and can be applied both positively and negatively. Traits, and their effects upon play, are described in full on page 77.

Example: *The* I.K.S. Negh'Var *has two traits:* ***Klingon Starship*** *and* ***Klingon Flagship.*** *The first is the ship's origin – it is a Klingon starship, and anything that affects Klingon technology in a certain way, or for which being Klingon technology is advantageous or problematic, is impacted by this trait. The second reflects the fact that the* Negh'Var *is an honored and prestigious vessel within the Klingon Empire, and thus may impact how others perceive her, and her crew, whether positively or negatively.*

Scale
Vessels come in a wide range of sizes, from shuttlecraft to grand battleships. A vessel's Scale represents its size, using a number typically between 2 and 6, with larger numbers representing bigger ships. Most vessels fall into this range,

Vessel Scale

SCALE	EXAMPLE SHIPS
1	Shuttles, Fighters – any small craft
2	Runabout, Maquis Raider
3	*B'rel*-class bird-of-prey, Federation *Defiant*-class starship, Jem'Hadar attack ship
4	D7 battle cruiser, Federation *Constitution*-class starship, Cardassian *Galor*-class cruiser
5	*K'vort*-class bird-of-prey, *Vor'cha*-class attack cruiser, Federation *Excelsior*-class starship
6	*Negh'var*-class battle cruiser, Federation *Galaxy*-class starship, Romulan *D'deridex*-class warbird, Jem'Hadar battle cruiser
7	Borg Sphere



though some exceptional craft – such as Borg cubes – may be larger, while Scale 1 is exclusively used for small craft such as shuttles.

A starship's Scale is used to determine a number of other things, but most importantly its Resistance – a ship with a bigger Scale can withstand greater amounts of damage before systems become damaged. Ships with a larger Scale also have much greater offensive firepower, allowing them to inflict greater damage with energy weapons like phasers and disruptors.

Resistance

Starships are designed to be resilient, and this durability – a mixture of the ship's hull, structural integrity field, deflector shields, and sheer size – is represented by its Resistance, which reduces incoming Stress suffered by a ship in the same way as it does to a character or creature. **A ship's base Resistance is equal to its Scale**, though other factors can modify or replace this.

Shields

Starships are commonly equipped with powerful layers of deflector shields. These force fields protect their ship from attacks and hazards, deflecting impacts and absorbing energy discharges. These shields are not impervious to harm, and sufficient force and power can weaken or even break through, damaging the hull and other systems beneath.

A ship has shields equal to its Structure + Security, though other factors may modify or replace this. A starship's shields are reduced when the ship suffers Stress from attacks, and like characters, if a vessel suffers 5 or more Stress from a single attack, or any Stress when the ship has 0 shields, then it will also suffer breaches to its systems. Shields can be replenished through the actions of the crew and regenerate with time.

Power

Vessels can generate massive amounts of power, but use much of it powering core systems like propulsion, shields, life support, sensors, and computers. Each starship has a Power rating which represents its surplus power that you can spend to boost or support a variety of actions taken with the starship, and which can be lost because of some complications, hazards, and consequences.

A ship's Power is equal to its Engines score, though other factors may alter this. At the start of each scene, the ship generates its full capacity of Power, and any Power which remains unused at the end of the previous scene is lost. This provides you with a pool of points to spend when attempting actions with the ship, or otherwise using technologies that draw from the ship's power supplies. The basic operations of the ship – life support, communications, computers, and basic maneuvering – are already powered, and do not have to be considered under normal

circumstances. Some actions, such as going to warp or restoring depleted shields, require you to spend Power simply to perform the action, while others can gain a bonus from using additional Power.

LOSING POWER

Power can also be lost because of complications, stress, environmental phenomena, and effects. If the ship would lose more power than it has remaining – if the loss would reduce the ship's current Power to less than 0 – then the ship suffers a complication to a randomly-determined system. This complication relates to the loss of vital power to some aspect of the ship's operation.

CREW SUPPORT

Starships require a significant number of personnel, and a skilled officer knows best when to assign those personnel to different problems. While aboard your ship, you often have the benefit of these fellow warriors, in the form of Crew Support. A ship has only a finite supply of support, representing a small number of the crew available to them.

A ship's Crew Support is equal to its Scale. You can spend Crew Support to bring members of the crew from the background into the forefront, bringing a supporting character into play as described on page 124.

STARSHIP WEAPONS

Starship weapons have a number of common traits and values that determine the specifics of how they function: the type of weapon, its range, its Stress rating and weapon effects, and any qualities it possesses that influence how it is used.

- **Type:** Weapons are either energy-based or torpedoes, affecting how many ⚛ are rolled to inflict Stress, and what qualities it might have.
- **Delivery Method:** The delivery method of an energy weapon describes how the emitters are arranged, and how the weapon is set up to fire. Each delivery method defines the range of the weapon, and also grants some additional benefit.
- **Range:** This will be either Close, Medium, or Long. This is not a maximum range, but rather its optimal range, as described in "*Environments and Zones*" on page 194. All torpedo weapons are Long range.
- **Stress Rating:** This is the number of ⚛ you roll to inflict Stress from a successful attack. The attack's effects will also be listed, which trigger when one or more effect is rolled in the ⚛ pool.
  - **Energy weapons** roll ⚛ equal to the ship's **Scale + Security** department.
  - **Torpedo weapons** roll a fixed number of ⚛ + the ship's Security department.
- **Qualities:** These are additional rules, providing additional restrictions or benefits that apply to the weapon's use.

USING POWER TO GENERATE MOMENTUM

If no other benefit for using Power is listed, then the following effect can be used: when attempting a task with the ship, one or more Power may be spent before rolling, with each point increasing the complication range of the task by 1. This represents the risk of overloads from putting too much power into a system. If successful, the character generates 1 additional Momentum for each point of Power spent.

ENERGY WEAPONS

Directed energy weapons project pulses or beams of focused energy or energized particles at a target. These weapons are commonplace, with most cultures having some form or another of directed energy weapon as the typical armament of their spacecraft, and they draw upon the abundant energy that starships generate as a matter of course.

Energy weapons are composed of a type and a delivery method. These are combined – along with the basic damage from the ship's **Scale + Security** – to determine how the weapon functions. All the ship's weapons of that type are covered in a single entry: it doesn't matter that a *Negh'Var* class starship has sixteen disruptor cannons, they're all encompassed by a single profile.

Making an attack with an energy weapon has a Difficulty of 2, and has a Power requirement of 1. An attacker may spend up to two points of additional Power (beyond the requirement) to bolster an energy weapon's attack, adding 1⚛ to the Stress rating for each Power spent.

TYPE

Each type of energy weapon differs by granting a single weapon effect or quality. Klingon ships predominantly use disruptors, but others are listed here to illustrate how the weapons of enemy ships are used.

- **Disruptor:** Used by Klingon and Romulan vessels, disruptors are potent weapons that inflict grievous damage. Disruptors have the Vicious 1 effect.
- **Phaser:** Common to Starfleet and Cardassian vessels, and many early Klingon vessels, phasers are a precise and adaptable weapon. Phasers have the Versatile 2 quality.
- **Phased Polaron Beam:** Used mainly by the Dominion, phased polaron weapons are especially effective at overwhelming deflector shields. Phased polaron beam weapons have the Piercing 2 effect.

DELIVERY METHOD

Energy weapons use the following delivery methods:

- **Cannons** are close-range, rapid-firing weapons that shoot pulses or bolts of energy rather than consistent beams. They are inaccurate at longer ranges, but the volley of quick pulses can be devastating. Cannons have a Range category of Close, and increase the weapon's Stress rating by 2.

- **Banks** are a collection of two or more emitters, fired in unison. They produce a focused beam of energy that can inflict considerable damage. Banks have a Range category of Medium, and increase the weapon's Stress rating by 1.

- **Arrays** are long strips of linked emitters that share a power feed, allowing the ship to fire from any point along the strip. This allows the ship to fire in multiple directions at once, or to adjust and fire on moving targets repeatedly in quick succession. Arrays have a Range category of Medium. In addition, when declaring the target of an attack with an array, you may choose either the Area or Spread effect.

TORPEDOES

Self-propelled projectiles, containing large volatile, energetic, or explosive payloads, torpedoes are a less precise and less subtle weapon than a beam of energy, but they are potent when used correctly.

Making an attack with a torpedo has a Difficulty of 3. Torpedoes do not have a Power requirement, and cannot benefit from additional Power spent on their attacks. However, torpedoes are potent enough that they can escalate conflicts, so declaring an attack with a torpedo adds 1 to Threat.

Torpedoes may be fired in a salvo: a volley of several torpedoes, intended to have a much greater effect. Firing a salvo of torpedoes adds 3 to Threat instead of 1, but it increases the attack's Stress rating by 1, and grants the Spread effect to the attack.

Unlike energy weapons, torpedoes don't use the ship's Scale as part of their damage value. Instead, they use the damage value listed below, and then add extra equal to the ship's Security skill.

TYPE

Torpedoes come in several types, though photon torpedoes are the most common, and the type used as standard aboard Klingon vessels. Other types are listed here for comparison.

- **Photon torpedoes** use a simple payload of matter and anti-matter to create a large, devastating explosion. They're commonly used by many cultures, including Klingons, the Federation, and Cardassians. They have a base Stress rating of 3, and the High Yield quality.

- **Quantum torpedoes** are a recent development by the Federation and are not available to the Klingon Empire until after the Dominion War. They're more powerful than photon torpedoes, though the way they achieve this is classified. They have a base Stress rating of 4 with the Vicious 1 effect, and the Calibration and High Yield qualities.

- **Plasma torpedoes** have been used by the Romulans and have a wider blast range, spreading a lingering field of plasma around their target. They have a base Stress rating of 3, the Persistent effect, and the Calibration quality.

DELIVERY METHOD

Torpedo launchers or torpedo banks launch torpedoes from a series of tubes along the hull. A bank of launchers often allows a salvo of payloads to be launched in quick succession. All torpedoes have a range category of Long.

WEAPON EFFECTS

The following effects provide additional benefits to your attack whenever an effect is rolled in the pool (see *Challenge Dice* on page 72). When one or more effects are rolled, all of the weapon's effects that apply to that attack are triggered.

- **Area:** The attack automatically affects any vessel or damageable object within Contact of the initial target, and then one additional target within Close range of the initial target for each effect rolled, starting with the next closest (as determined by the gamemaster). If one or more complications is rolled when using an area attack, the gamemaster may choose to use complications to have an allied vessel or neutral bystander in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.

- **Dampening:** The attack removes one point of the target's Power for each effect rolled.

- **Persistent X:** At the end of each round, the target vessel suffers an additional X Stress (minus any relevant Resistance), for a number of rounds equal to the number of effects rolled

- **Piercing X:** The attack ignores X points of the target's total Resistance for each effect rolled.

- **Spread:** If one or more effects are rolled, the attack inflicts an additional hit to a random system (even if the attack was targeting a specific system), which inflicts half the Stress of the initial hit, rounding up. Increase the damage of this additional hit by +1 per effect rolled after

the first. This additional hit is resolved separately, and it is reduced by Resistance, reduces Shields, and potentially causes breaches separately from the main hit.

- **Vicious X:** The attack inflicts X additional Stress for each effect rolled.

Weapon Qualities

The following qualities alter the way the weapon functions, some in positive ways, others by applying restrictions.

- **Calibration:** The weapon requires careful calibration before firing. You cannot attack with the weapon unless you take the Prepare minor action.
- **Devastating:** Engineering tasks to repair breaches caused by this weapon increase in difficulty by 1.
- **Hidden X:** The weapon is hidden, and any scan of the vessel to locate the weapon increases in Difficulty by X. You may use a single minor action to conceal a Hidden weapon.
- **High-Yield:** If the attack inflicts one or more breaches to a system, it inflicts one additional breach.
- **Versatile X:** The attack gains X points of bonus Momentum if successful.

Operating a Starship

Operating a starship is not much different than the way your characters interact with their environment normally. The rules for tasks still apply to a character aboard a starship, and many of the activities a character engages in aboard ship will be resolved in the same ways that they would be on the surface of a strange new world.

A crucial concept for starship operations is the difference between actions taken aboard a starship, and actions taken with a starship.

Tasks Aboard the Ship

A ship is as much a location for action as it is a tool for the characters. In many situations, you may be called upon to attempt tasks while your character is aboard their own ship. These actions are resolved normally, though at the gamemaster's discretion, the character may treat the ship's facilities and personnel as an advantage.

Ship Tasks

Conversely, if the character is actively making use of the ship itself to perform the task, like using the ship's library computer to research something, or flying between systems and firing photon torpedoes, then the ship becomes a much more prominent part of the task.

In these situations, **the ship assists the character's actions**, using a target number made from its own system + department combination, as if it had an applicable focus. You can always get another player to roll the ship's d20 during your task.

Except with the gamemaster's express permission, no more than one character may assist on a ship action – the character leading the task is assisted by the ship and up to one other character. You can only fit so many officers around a single console, after all.

Starship Tasks

The following actions are the broad descriptions of how each bridge station has functioned over the eras of interstellar travel. Outside of starship combat, these actions can be attempted at any time during the scene, so long as you are in a position to complete the action – either at the correct station, or having rerouted controls to a station you operate.

Helm

Flying the ship, and navigating space, is a complex task that requires continued attention and control. Tasks to navigate the ship through space all require a **Control + Conn** task with a Difficulty of 0, assisted by the ship's **Engines + Conn**. Different circumstances outside the ship may increase this Difficulty, if there are celestial phenomena or other problematic factors involved.

A ship can move through space at varying speeds. Using thrusters to make precise movements, ships can dock with stations or one another, while **impulse** power propels ships through a single star system in about an hour at full impulse. Initiating the impulse drive costs 1 Power.

Travelling at **warp**, at speeds faster than light, makes interstellar travel much quicker than at the sublight speeds of impulse drive. As warp speeds increased, travel between systems and sectors reduced from years or months, to weeks and days. Engaging the warp drive, to travel at warp speeds, costs Power equal to the warp factor the ship will travel at – so going to Warp 6 costs 6 Power.

Navigation

Plotting a course or analyzing navigational data may improve the chances of the helm officer to maneuver the ship without risking damage to the ship and its crew. Plotting a course is a **Reason + Conn** task, assisted by the ship's **Computers + Conn**, with a Difficulty of 2. Charting objects and hazards is assisted by the ship's **Sensors + Conn**. Doing either of these two actions represents the creation of an advantage for the helm officer, reducing the Difficulty of their tasks to maneuver the ship by 1.

AHEAD, WARP FACTOR FIVE!

Space is big, and travelling between star systems takes time. If the time it takes to get to a planet is important, or a matter of urgency, the gamemaster can determine how long it takes to get there on a dramatic basis. Getting somewhere on time may involve a little risk – overloading the engines, travelling through hostile space, or near a stellar phenomenon that may put the ship in danger. You shouldn't be overwhelmed with calculating travel distances and speeds in billions of kilometers per hour every time you go to warp.

However, if your group is determined to ensure the accuracy of their travel, a simple chart is provided below. Refer to the map of the known Galaxy to chart your route!

SPEED	KM/H	X LIGHTSPEED	TO NEAR STAR	ACROSS SECTOR
Full Impulse	270 million	0.25	20 years	80 years
Warp 1	1,078 million	1	5 years	20 years
Warp 2	11 billion	10	6 months	3 years
Warp 3	42 billion	39	2 months	1 year
Warp 4	109 billion	102	18 days	2 months
Warp 5	230 billion	214	9 days	1 month
Warp 6	423 billion	392	5 days	19 days
Warp 7	700 billion	656	3 days	11 days
Warp 8	1,103 billion	1,024	2 days	7 days
Warp 9	1.6 trillion	1,516	1 day	5 days
Warp 9.2	1.78 trillion	1,649	1 day	4 days
Warp 9.6	2.06 trillion	1,909	23 hours	4 days
Warp 9.9	3.29 trillion	3,053	14 hours	2 days
Warp 9.99	8.53 trillion	7,912	6 hours	22 hours
Warp 9.999	215 trillion	199,516	13 minutes	53 minutes
Warp 10	Infinite	Infinite	0	0

SENSOR OPERATIONS

Scanning the environment outside the ship, whether that's at short range during a battle, or long range between star systems, is a **Reason** or **Insight** task with a base Difficulty of 0, assisted by the ship's **Sensors**. The discipline and department you use depends entirely on the circumstance or subject of the scan – analyzing weapons systems is best done by a tactical team using **Security** or **Engineering**, while studying a nebula uses your **Science** discipline and the **Science** department aboard the ship.

With most sensor tasks at a Difficulty of 0, every success you generate is a point of Momentum, which the gamemaster may let you spend to Obtain Information about the object you are studying rather than give you a simple answer or open-ended result. Some spatial phenomena or difficult circumstances can increase the Difficulty, at the gamemaster's discretion.

Launching a probe doesn't require a task, and reduces the Difficulty of sensor-based tasks by 2, as the probe scans objects at a much closer range. Hazards that result from proximity to the phenomena affect the probe instead of your vessel, and the probe has a Resistance of 1, and is destroyed if it suffers any Stress (after Resistance).

TACTICAL

Tactical operations are a key, and prized, role aboard a Klingon bridge. Tactical actions include firing weapons, modulating shields, and engaging other systems from the deflector dish and tractor beam. Firing weapons is a **Control + Security** task, assisted by the ship's **Weapons + Security**. The Difficulty is determined by the type of weapon used – 2 for energy weapons, 3 for torpedo attacks – and the conditions of the attack (enemy actions, spatial conditions, etc.). Making attacks, and other tactical operations using a starship, are described fully in *Chapter 7.30: Starship Combat*, starting on page 194.

As well as weapons, engaging a **tractor beam** is the responsibility of the tactical officer. Tractor beams are graviton beams used to manipulate the velocity of large objects like shuttles, other ships, or asteroids. They can exert force to either pull objects towards the ship, or repel them away from it, and can be used to tow objects at both sub-light and warp speeds. Your tractor beam has enough power to move objects that are one Scale smaller than your ship, and targeting an object may take a task with a Difficulty of 2, using **Control + Security** and assisted by the ship's **Structure + Security**. You can only use a tractor beam at Close range (see "*Distances and Range*", page 195).

COMMUNICATIONS

Hailing ships, stations, and colonies from orbit is under the control of the tactical station aboard most Klingon bridges, but often a captain or commanding officer will control the transmissions they broadcast, and most sections of a starship allow for audio-visual interstellar communication from their work stations. Subspace communication is almost instantaneous, with warriors able to communicate with others across several light years in real time. Across vast distances, it may only be possible to send or receive a complete message, or have a conversation with a delay to the reply.

Opening hailing frequencies – either requesting an open channel to communicate, or responding to a hail – is a Difficulty 0 task, using **Control + Engineering**, assisted by the ship's **Communications + Engineering**. Again, the environment the ship is in may impede communication, or active jamming attempts may raise the Difficulty of the task.

Intercepting a transmission can be attempted, with a task and Difficulty determined by the gamemaster, based on the level of encryption the transmission has. Alternatively, you could try to jam another ship from sending and receiving transmissions, using a **Control + Engineering** task, assisted by the ship's **Communications + Security**, with a Difficulty you choose, and if you meet it that becomes the Difficulty for the targeted ship to use its communications systems.

Engineering

The maintenance of the ship, as well as its ability to fabricate equipment and adapt a vessel depending on the mission, occurs mainly in the reactor pit and a station on the bridge. In the engineering sections of the ship, engineering staff keep main systems running and combat ready.

Engineering tasks aboard your vessel can be attempted from either the engineering bridge station or the reactor pit – where most of the key engineering tasks take place. Aside from organizing repair crews to fix damaged systems with **Presence + Engineering** (with a Difficulty set by the system and its level of damage), you can manage power levels and regenerate shields. You may also want to get your hands dirty, and take repairs on yourself. Doing so is an **Engineering** task with a Difficulty dependent on the job at hand and the gamemaster's discretion. Repairing damaged and disabled systems is covered in *Repairing Damage*, page 202.

You can reroute power in order to increase your Power pool, with a **Daring** or **Control + Engineering** task with a Difficulty of 2. A success gives the ship 1 more Power, and 1 additional Power per Momentum you spend (Repeatable), and you can push the number of Power you have above the ship's starting total.

Regenerating Shields requires a **Control + Engineering** task with a Difficulty of 1, assisted by the ship's **Structure + Engineering**, and it costs 1 Power. Success means the ship regains 2 points of Shields, plus 2 per Momentum you spend (Repeatable). If the ship doesn't have any Shields when you attempt the task, the task's Difficulty increases by 1.

Cloaking Device

Cloaking devices, which mask Klingon combat vessels from visual detection and other ships' sensors, are commonplace throughout the Klingon Defense Force. They are complex pieces of technology that allow ships to ambush others and travel undetected behind enemy lines.

Detecting a Cloaked Vessel

Detecting a cloaked vessel is an incredibly difficult task, and there's an arms race between cloaking and sensor technology, so each new method for detecting a cloaked ship is usually countered by the next generation of cloaking device.

Normally, attempting to detect the presence of a cloaked vessel is a Difficulty 5 task. Klingon cloaking devices are less sophisticated than Romulan advances in the technology, and so detecting cloaked Klingon ships is Difficulty 4 in normal conditions. The details of this task – what attribute and discipline, and systems and departments, it uses – will vary depending on how you approach the task, and the gamemaster's discretion. Environmental factors, such as gas or dust clouds, may reduce this Difficulty.

Once a cloaked vessel has been detected, it can be attacked – however, the cloak still increases the Difficulty of attacks by 1 and prevents the attacker from targeting specific systems.

Cloaking devices are under the control of the engineering department aboard Klingon vessels, and controlled by the engineering station on the bridge. Working in coordination with helm and tactical, the engineer at their aft bridge station will engage or disengage the cloak. To cloak the ship you must attempt a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security**. This task costs 3 Power, and if successful the vessel gains the *Cloaked* trait. While cloaked, you cannot attempt any attacks with the ship, and you cannot be the target of an attack unless the attacker has found some way of detecting your cloaked ship. While cloaked, your vessel's Shields drop to 0, and return to their previous value when the tactical officer takes the Raise Shields minor action. Decloaking requires a minor action, from the engineering station on the bridge.

Shuttlebays and Cargo Bays

Most starships have one or more launch bays for small craft – work pods, shuttlecraft, and larger attack fighters. These vessels are frequently used for transit (when transporters aren't available or suitable), reconnaissance, tactical assistance, and a range of other missions and may often be required to depart or return in hazardous situations.

You can launch or land a small craft as a task in the helm station of the craft – a **Control + Conn** task with a Difficulty of 0 under normal circumstances. Small craft operations are discussed in more detail on page 192.

Cargo bays inside the ship are large storage areas, often with industrial transporters – or external doors in older ships – that house cargo modules, supplies, munitions, and other freight necessary for your mission.

Medical Ward

During combat, the medical ward prepares for that inevitable consequence of battle – injured warriors that are alive to fight another day. Your characters and the fellow warriors aboard may become injured as a result of personal combat or damage to your ship, or suffer minor injuries represented by complications.

The Medicine tasks you perform in the medical ward during starship combat are not meaningfully different to those you'd perform in personal combat – stabilizing patients, healing injuries, mending medical complications – but those tasks that take place in the medical ward can be assisted by the ship's **Sensors** or **Computers + Medicine**.

During starship combat, there will be minor crew injuries throughout the ship, which medical personnel can deal with by quickly patching up the walking wounded and sending them back into the fight. When the ship has suffered one or more breaches during a scene (see page 201), and you are in charge of the medical ward, choose a single department and attempt a **Daring + Medicine** task with a Difficulty of 2, assisted by the ship's **Computers + Medicine**. If you succeed, the next task which uses that department may re-roll one d20, as injured personnel from that department rush back to work.

Transporter Rooms

A transporter room – a starship will have at least one – serves to transport crew directly to and from the pad inside the transporter room with another location, either aboard another vessel or down to a planet. Transporters work by converting matter into energy, and projecting that energy to another location and re-materializing the energy signature of the being registered as energy in the pattern buffer. Each transporter room contains both a transporter pad, normally sufficient for five or six people at once, and all the control systems necessary to operate that transporter with maximum effectiveness.

You can transport cargo, items, characters, or creatures to or from the transporter room with a **Control + Engineering** task, assisted by the ship's **Sensors + Engineering**, with the following Difficulties:

- **From transporter pad to transporter pad:** Difficulty 1 (Costs 1 Power)
- **From transporter pad to site:** Difficulty 2 (Costs 1 Power)
- **From site to transporter pad:** Difficulty 2 (Costs 1 Power)
- **Site to site transport:** Difficulty 3 (Costs 1 Power)

Using the transporters also costs at least 1 Power to perform. This Power cost may increase if the transport is proving difficult, or you are transporting a large quantity of matter or people, or as a result of previous complications, at the gamemaster's discretion.

Transporters are a difficult technology, and there are limits to its functionality. They may not able to get a lock on a target obscured under large amounts of solid matter, or particular substances and phenomena, increasing the Difficulty of the task or making it impossible.

If there are any deflector shields between the transport's initial location and its destination, the transport is impossible. Transporters cannot normally beam energy signatures through shielding, like deflector shields or magnetic shields. Some other cultures have transporter technology that penetrates shields, like the Borg. Otherwise, an engineer has to make difficult adaptations – creating an advantage that lets you beam through an energy shield.

Using the transporters at warp is nearly impossible without significant preparation. You may need to complete a gated challenge before being able to attempt the transport, and even then the Difficulty will be 4 or 5 depending on the gamemaster's discretion.

Small Craft Operations

Shuttles and other small craft – also known as auxiliary craft – are commonly found aboard warships and space stations, as well as other facilities. The terms apply to any small vessel which can function independently of a warship for a short time, and which are employed in circumstances which would be unsuitable for a full-size warship.

Use of shuttles to move personnel and cargo short distances (between ships) is less common with the use of transporters do fulfill those roles, but it's always valuable to have a few auxiliary craft on board in case of emergencies or unusual situations.

In game terms, Small Craft are Scale 1 and Scale 2 craft, with a few additional considerations:

- **Traits:** All Small Craft have the trait **Small Craft** in addition to any others.
- **Systems:** Small craft have the same set of systems as a warship, though their scores tend to be somewhat lower as befits their smaller size and more limited capabilities. Unarmed small craft have a Weapons system of 0.
- **Departments:** Small craft have the same set of departments as a warship, but their scores are never higher than 2, and are often 0, due to limited facilities and a complete lack of support personnel. The only department a small craft will always have will be Conn, which will always be at least 1.

- **Talents:** Small craft do not normally have talents. Some advanced, unique, or customizable small craft may have one or two talents as befits their more advanced capabilities.

- **Scale:** As noted above, small craft are normally Scale 1, or Scale 2 at the most.

- **Resistance:** Small craft have Resistance per their Scale, as normal.

- **Shields:** Small craft have Shields equal to half their normal values; add together Structure and Security, then halve the total, rounding down.

- **Power:** Small craft have much smaller power plants than full-size starships, and only generate Power equal to half their Engines score (rounding up).

- **Crew Support:** Small craft do not have Crew Support.

- **Maximum Capacity:** Small craft can only carry a finite number of characters, as noted in each entry.

- **Roles:** Small craft have two roles: Pilot (covering helm and navigation), and Operations (internal systems, sensors, and tactical if the craft has weapons). There are no other roles aboard.

In addition to the above, when small craft are attacked by any full-size warship (any vessel of Scale 3 or above), the Difficulty of the attack increases by 1.

Launch and Landing Procedures

Most starships carry far more small craft, of many different kinds, than can actually be supported at any one time. Ships will hold several shuttles, shuttlepods, and other auxiliary craft in storage in case of emergencies or to replace lost craft, but only a fraction of the ship's full complement will be ready and available for use most of the time.

A warship can support a number of active small craft equal to its Scale minus 1 at any one time. This number is doubled for ships with the Extensive Shuttlebays talent, as they're specially equipped to handle large quantities of auxiliary craft. Scale 2 craft, being significantly larger than most auxiliary craft, count as two craft towards this limit.

Moving to the shuttlebay uses the Change Positions minor action to relocate to a different part of the ship, and then a Maneuver task (with a Difficulty of 0) to launch and pilot the shuttle to any point within Close range of the ship (but outside of it). Launching a shuttle cannot be performed while a ship's shields are up.

Landing a shuttle is similar, requiring a Maneuver task under a few stipulations: the shuttle must be within Close range of the ship, and the ship's shields may not be up. Under normal circumstances, this requires no further task as the shuttle is guided in by tractor beams and lands safely. In an emergency, a rapid landing may be required, increasing the Difficulty by 2, and causing 6 Stress to the shuttle (this may succeed at cost at the gamemaster's discretion, allowing the shuttle to crash-land, but the resultant crash-landing means that the shuttlebay cannot be used again that adventure).



CHAPTER 07.30

TO COMMAND THE STARS

STARSHIP COMBAT

"CRY 'HAVOC!' AND LET SLIP THE DOGS OF WAR!"

– GENERAL CHANG

WAR AMONG THE STARS

Combat between starships is no less deadly and intense than personal combat, and no less costly – but it is seldom as swift. Large, powerful warships with powerful deflector shields can weather hostile situations, while nimble attack craft can maneuver around stellar phenomena and make themselves difficult to target. Once a vessel's shields are worn down and a target lock gained, grievous damage can be dealt upon hull and systems, resulting in the proud deaths of dozens or hundreds of honorable warriors.

Just as with personal combat, at the core of starship combat is making an attack, a specific form of task intended to inflict Stress, but successful attacks against starships are seldom so final as against individual characters.

TURN ORDER

Starship combat uses the same action order as other conflicts, as described at the start of *Chapter 6: Conflict*, page 161. One player begins, taking minor actions and one task in their turn, before handing play over to the gamemaster, or keeping the initiative by spending Momentum and handing over to an ally.

Each character involved in the starship combat scene, from the commanding officer and their bridge crew, to engineers and ship's doctors, each take a turn in each round, while NPC starships take a number of turns equal to their Scale. With each character controlling a different aspect of the ship's operation, teamwork and the order in which you take your turns is incredibly important – a successful attack pattern maneuver from the helm officer lines up a shot for the tactical officer, but it means nothing if the engineering officer on the bridge doesn't decloak the ship in time. Starship combat relies on timing and teamwork.

ENVIRONMENT AND ZONES

For spacecraft, positioning is as important as it is for individual combatants. Absolute and relative positioning are important elements, and just as with personal combat, starship combat is resolved across **zones**.

An environment for starship combat covers a large area of space – potentially an area tens or hundreds of millions of kilometers across, and even this is only a tiny fraction of the area within a star system. This area may be the edge of a nebula, an asteroid belt, the orbit of one or more small planets, or any other region of space, though it is worth remembering that because battles are always fought for a reason, they are often fought somewhere interesting. The environment is then divided into zones based on physical objects, spatial phenomena, and other details within the area. Starship combat zones can easily be defined in three dimensions, with zones "above" and "below" one another, and with empty zones to provide sizeable gaps between objects and phenomena. A relatively simple battlefield may consist of three to five significant zones, while complex environments may have many more. More zones are typically more interesting than fewer, as they provide a greater variety of movement options and tactical opportunities, but this can take more planning on the part of the gamemaster.

As with personal combat, zones have no fixed size, and these can be varied to accommodate the gamemaster's preferences and the scene's needs. Zones within a nebula may be smaller, representing more difficult movement and sensor interference, while open space may have larger zones. By and large, the same advice that applies to personal scale zones apply to starship combat as well, and if you want to use concrete values rather than abstract ranges, you are encouraged to set specific sizes and shapes for individual zones, and apply them as a grid.

Individual zones may have spatial phenomena traits that provide concealment or interference, make maneuver tasks more difficult, present hazards that inflict Stress to ships, or otherwise alter the way vessels interact with the area.

VESSELS AND ZONES

To help players visualize their vessel's place in an encounter, and to manage combat effectively, it's important to keep track of which zone each vessel is in at any given moment. This should be relatively easy in most cases. As zones are defined by the bodies and phenomena around them, tracking a vessel can be a matter of simple description – an enemy



might be 'behind the moon' or 'on the edge of the gas cloud'. This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms, and avoids the tracking of specific distances which can become awkward when there are several vessels present.

Larger or particularly complex scenes may become difficult to track purely by memory, so you may wish to use a sketched map, marking vessel positions in pencil, or using tokens or miniatures, and moving them as required.

Distances and Range

Movement and ranged attacks range are measured in one state and four distances, based on the battlefield's zones – Contact, Close, Medium, Long, and Extreme.

- The state of **Contact** is when an object or other starship is touching the vessel, or within range to physically dock. This state is used for ships docking with starbases and other facilities. Contact isn't a specific range, but rather a state which a vessel can enter when it moves – when your vessel moves into or within a zone, you can move into or out of Contact of an object or other vessel in the same zone. Moving into Contact too quickly can result in damage due to high-speed collisions.

Ship-to-Ship Communication

Communication within a starship combat is a simple matter; subspace communications works at faster-than-light speeds that far exceed the maximum velocity of a starship, meaning that communicating with anyone else in the same combat is instantaneous whether they are within Close range or out at Extreme range – both between departments within a starship, and between starships.

- **Close** range is defined as the zone you are in, or a distance of 0 zones.
- **Medium** range is defined as an adjacent zone, or a distance of 1 zone.
- **Long** range is defined as two zones away, or a distance of 2 zones.
- **Extreme** range is any zone beyond long range, or a distance of 3 or more zones.

Movement and Terrain

Moving around in starship combat is the responsibility of a vessel's helm officer, and typically requires a task, though these tasks have a Difficulty of 0 under normal circumstances.

Movement tasks increase in Difficulty if the space the vessel is moving through is hindering or hazardous in any way, or if the vessel itself is impaired in some way, such as being the target of a tractor beam. The consequences of failure vary based on the nature of this hindrance or hazard; failure may result in the vessel simply not moving anywhere, in a complication affecting the engines, the loss of some of the ship's Power, or some similar setback.

Hindering or hazardous terrain will often have a Scale of its own; this represents the maximum scale of vessel that can traverse that terrain safely. When a ship is within an area of hindering or hazardous terrain, the ship will suffer no penalty for the terrain if its Scale is equal to or lower than the Scale of the terrain. If the ship has a Scale higher than that of the terrain, increase the Difficulty of tasks to move through that terrain by +1 for each point the ship's Scale is higher than that of the terrain.

Distances and Sensors

In ideal circumstances, a starship can scan and detect objects, vessels, and phenomena over a certain size or magnitude for several light years in every direction with their long-range sensors. The closer an object is, the smaller the objects and details can be effectively detected, with the greatest clarity and detail available at ranges of a few thousand kilometers (i.e., within Close range). There are no hard-and-fast rules what a ship can and cannot detect or scan – a starship and its crew will use whatever sensors are most effective at a particular range, though the gamemaster should adjust the amount of detail provided at Close, Medium, Long, and Extreme ranges.

Bridge Positions and Actions

As with personal combat, on your turn you can take one minor action and attempt one task. You can take more minor actions by spending Momentum, and attempt a second task by spending Momentum or Determination.

Unlike with personal combat, however, the tasks available to you are based on station you are at on the bridge – or elsewhere on the ship – and different officers will be given access to different systems as befits their role. This section lists the common stations found aboard Klingon starships, the tasks you can attempt from those stations, and the minor actions you can perform.

Starship Minor Actions

As described in *Chapter 6: Conflict*, minor actions are short actions you take that don't count as a task, and don't require dice to be rolled. You can take one minor action per turn, and take any number of additional minor actions by spending 1 Momentum per minor action (immediate).

The following minor actions are specific to starship combat, but you can perform personal combat minor actions (page 169) if necessary, such as when you are being boarded.

- **Move:** You move to any other station on the bridge, or to any other location on the ship. If that station is unoccupied, you can take control of that station immediately. Otherwise, you take control of that station whenever the officer already at that station departs. If you move to somewhere else on the ship, you arrive in that location at the start of your next turn.
- **Prepare:** You prepare for or set up a task. Some tasks require this minor action before the task can be attempted.
- **Restore:** If a system suffers the Impact effect from a breach, you make the minor repairs and adjustments needed to restore the system to use.

Starship Tasks

You can attempt one task during your turn. You can attempt a second task in your turn by spending *Determination* (as described in *Determination* page 79), spending 2 Momentum after your first successful task (your next task increases in Difficulty by 1), or if you are the subject of the Direct task.

Command Chair

The following tasks can be attempted by characters in command of the bridge, or officers assisting that character. The commanding officer is the ship's captain, or they may be another character given command at that moment – the first officer, second officer, or any other ranking officer at the discretion of the captain.

- **Direct:** The officer provides clear, concise orders. Choose one other officer currently on the bridge to attempt a single task, determined by you. You assist their task using your Command. Unlike in personal combat, you may use this action more than once per scene.
- **Override:** You override the controls of another station, attempting a task available to that station, but increasing the Difficulty by 1.
- **Rally:** You inspire the crew with a war cry, leading them into battle. Attempt a **Presence + Command** task with a Difficulty of 0 to generate Momentum for the crew, either to use straight away or to save to the group pool.

A first officer cannot take actions that would contradict those of the captain, but can otherwise make use of the command chair tasks, making the ship more efficient in a crisis by spreading the captain's workload.

HELM

The following tasks can be attempted at the helm station. Unless otherwise described, these are a **Control + Conn** task with a Difficulty of 0, assisted by the ship's **Engines + Conn**.

- **Maneuver:** You use the ship's thrusters to adjust position, moving the ship anywhere within Medium range.
- **Impulse:** (Cost: 1 Power) You engage the ship's impulse engines to move anywhere within Long range.
- **Warp:** (Cost: 1 Power per zone moved) You use the ship's warp drive to move 2 or more zones.
- **Evasive Action:** (Cost: 1 Power) You maneuver swiftly and unpredictably, attempting to avoid enemy targeting. Attempt a **Daring + Conn** task with a Difficulty of 1, assisted by the ship's **Structure + Conn**. If successful, until your next turn, all attacks targeting the ship, and all attacks made by your ship, increase in Difficulty by 1.
- **Attack Pattern:** (Cost: 1 Power) You take a course that makes it easier to target the enemy. Attempt a **Daring + Conn** task with a Difficulty of 1, assisted by the ship's **Weapons + Conn**. If successful, until your next turn, all attacks made by your ship, and all attacks targeting your ship, reduce in Difficulty by 1, to a minimum of 1.
- **Ramming Speed:** (Cost: 1 Power) You target an object or enemy vessel within Long range, and move towards them at full speed. This is an attack, requiring a **Daring + Conn** task with a Difficulty of 2, assisted by the ship's **Engines + Conn**. The Difficulty increases by 1 for each range category the target is beyond Close. If successful, the attack inflicts 2 + Scale Stress, with the Piercing 3, Spread, and Vicious 1 effects, and the Devastating quality. However, your ship also suffers a number of damage equal to the target's Scale, with the Spread and Vicious 1 effects, and the Devastating quality.

NAVIGATION

The following tasks can be undertaken by characters who are at the navigation station on the bridge. Navigation is often incorporated to the helm station, but it depends on your bridge configuration.

- **Plot Course:** You calculate the best course to your destination. This is a **Reason + Conn** task with a Difficulty of 2, assisted by the ship's **Computers + Conn**. If successful, you reduce the Difficulty of the next helm task attempted by 1. You can reduce the Difficulty by a further step for every 2 Momentum you spend (repeatable).
- **Chart Hazard:** You mark hazards along a planned course. This is a **Reason + Conn** task, assisted by the ship's **Sensors + Conn**, with a Difficulty of 2. If successful, you nominate a single hazard and reduce the Difficulty of any task to avoid that hazard by 2. You can nominate one additional hazard for every 2 Momentum you spend (repeatable).

SENSORS

The following tasks can be undertaken by characters who are at a sensors station.

- **Sensor Sweep:** You locate objects or phenomena in space, or otherwise obtain information about something going on outside the ship. This is a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 0. Interference, ambient conditions, or particularly unusual or unfamiliar phenomena increase this Difficulty. Momentum spent on this task is normally spent on the Obtain Information Momentum spend.
- **Scan for Weakness:** You scan an enemy vessel, looking for vulnerabilities. Choose a single target you can detect, and attempt a **Control + Science** task with a Difficulty of 1, assisted by the ship's **Sensors + Security**. This task increases in Difficulty by 1 for each range category beyond Close between your ship and the chosen target. If you succeed, then the vessel's next attack before the end of your next turn, gains the Piercing 2 quality. Further, if any bonus d20s are purchased for that next attack, it inflicts +1 damage for each bonus d20 purchased.

SECURITY OVERSIGHT

The following tasks can be undertaken by characters who are at the security oversight station.

- **Internal Sensors:** You use the internal sensors to detect personnel inside the ship. Attempt a **Reason + Security** task with a Difficulty of 1, assisted by the ship's **Sensors + Security**.
- **Deploy Troops:** You dispatch brave warriors to a section of your ship to deal with boarding parties. Attempt a **Presence + Command** task with a Difficulty of 1, opposed by the enemy combatants, and assisted by the ship's **Weapons + Security**. If successful, you are victorious and the security breach is contained.
- **Internal Containment Field:** The security officer activates containment force fields in a particular section on the ship, to halt the movement of boarders or other unauthorized personnel. This is a **Reason + Security** task, assisted by the ship's **Structure + Security**, with a Difficulty set by the gamemaster based on the number, resilience, and armament of the intruders. If successful, the intruders are contained. The intruders may attempt a



task of their own to overcome the fields, with a Difficulty equal to 1 + the number of Momentum spent by the tactical officer on this task.

TACTICAL

The following minor actions and tasks can be undertaken by characters who are at the tactical station.

- **Raise/Lower Shields:** (Minor action) You raise or lower the ship's shields. If the shields are lowered, then your ship has a Shields score of 0. If the shields are raised, they immediately go to either their normal maximum score (if being raised for the first time in the scene), or to their previous score (if they have suffered Stress during the scene). You may not raise and lower shields during the same round. Upon cloaking, shields are automatically lowered and cannot be raised. Once decloaked, the ship's shields **are not** automatically raised; you must take this minor action to do so.

- **Fire Weapon:** Make an attack against a viable target. This is a **Control + Security** task, assisted by the ship's **Weapons + Security**. The base Difficulty is 2 for energy weapons and 3 for torpedoes, and is adjusted by the range, targeting a specific system, and any environmental conditions. See *Making an Attack*, page 200.

- **Modulate Shields:** (Cost: 1 Power) Attempt a **Control + Security** task with a Difficulty of 2, assisted by the ship's **Structure + Engineering**. If successful, your ship's Resistance is increased by 1, plus an additional 1 per Momentum spent (repeatable). This bonus lasts until the shields suffer one or more Stress, after Resistance. This task cannot be attempted if the Shields are at 0.

- **Tractor Beam:** Engages a tractor beam at a nearby object or vessel within Close range. As an attack, attempt a **Control + Security** task with a Difficulty of 2, assisted by the ship's **Structure + Security**. If successful, the target vessel is immobilized and cannot move unless it succeeds at a Modulate Shields or Maneuver task, or make a successful attack against the tractor beam emitter, with a Difficulty equal to the strength of the ship's tractor beam.

COMMUNICATIONS

The following tasks can be undertaken by characters who are at the communications station.

- **Open Hailing Frequencies:** Open a communications link with someone. This is a **Control + Engineering** task with a Difficulty of 0, assisted by the ship's **Communications + Engineering**. The Difficulty increases if there is

interference or the message is being encrypted. If successful, you open a channel, send a hailing request, or broadcast a message. Nothing requires those being contacted to respond to your hail.

- **Intercept:** Select a single vessel within Long range to intercept communications from, and attempt an **Insight + Engineering** task, assisted by the ship's **Communications + Security**, with the Difficulty set by the gamemaster based on the level of encryption. You use **Control + Engineering** instead, and reduce the Difficulty by 1, if you have up-to-date knowledge of that culture's codes and ciphers. Success means that the message has been successfully intercepted, and its encryption broken.

- **Signals Jamming:** (Cost: 1 Power) You transmit signals to interfere with the target's attempts to hail others. Choose a single vessel or other target within Medium range to jam. Attempt a **Control + Engineering** task, assisted by the ship's **Communications + Security**. You choose the Difficulty – 1, 2, or 3. If you succeed, the target increases the Difficulty of Open Hailing Frequencies tasks by an amount equal to the Difficulty you chose.

- **Damage Report:** You put out a call to all decks, and receive reports of damage from across the ship. This is an **Insight + Command** task with a Difficulty of 1, assisted by the ship's **Communications + Engineering**. If successful, you reduce the Difficulty of the next task to perform repairs by 1. Affect 1 additional task for 1 Momentum (repeatable), or reduce the Difficulty of the next task by an additional step for 2 Momentum (repeatable).

INTERNAL SYSTEMS

The following tasks can be undertaken by characters who are at the internal systems station.

- **Power Management:** You reroute power from various systems, replenishing reserves and freeing up power for other systems. This requires a **Daring** or **Control + Engineering** task with a Difficulty of 2, which you can decide to Succeed at Cost. If successful, the ship gains 1 point of Power, plus 1 additional Power per Momentum spent (repeatable). You may increase the ship's Power above its normal maximum using this task. Complications from this task represent power being removed from one system to power another, increasing the Difficulty of tasks with that system by 1.

- **Regenerate Shields:** (Cost: 1 Power) Attempt a **Control + Engineering** task with a Difficulty of 1, assisted by the ship's **Structure + Engineering**. If successful, the ship regains 2 points of Shields, plus 2 additional points of Shields for each Momentum spent (repeatable). The Difficulty is increased by 1 if your Shields are at 0 when you attempt this task.

BOARDING ACTIONS

Once a ship's shields are down, it's possible to beam bands of fearless warriors over to board an enemy ship, in order to sabotage its systems and attack its crew. From the bridge stations listed, you can oversee the following offensive actions:

INTERNAL SYSTEMS

- **Transport:** (Cost: 1 Power) Target an enemy ship within Close range with 0 Shields, and attempt a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Sensors + Engineering**. If successful, you beam a boarding party onto the targeted ship.

SECURITY OVERSIGHT

- **Sabotage System:** Choose a system on a ship that has a boarding party on board. Attempt a task using your ship's **Weapons + Security**, assisted by your **Presence + Command**, opposed by the enemy ship's **Structure + Security**. If successful, you inflict a breach to the targeted system (see *Repairing Damage* on page 202).

- **Boarding Action:** Choose a department on a ship that has a boarding party on board. Attempt a task using your ship's **Weapons + Security** with a Difficulty of 2, assisted by your **Presence + Command**. If successful, you cause the "Being Boarded" complication for the targeted department, increasing the Difficulty of tasks that use that department by 1. You can increase the intensity of "Being Boarded" by 1 for every 2 Momentum you spend (repeatable). (See *Potent Traits*, page 78). If the complication intensity is the same value as the department's value, tasks using that department are impossible – the crew in that department have suffered enough casualties that they're entirely ineffective. If every department has a "Being Boarded" complication associated with it, the ship has been overrun and has been entirely taken over by the boarding parties on board.

ENEMY BOARDING ACTIONS

NPC ships, controlled by the gamemaster, can use the same actions during one of their turns to inflict damage to your ship and crew, and the same rules apply to your systems and departments, with boarders on your ship causing breaches and complications using the rules above.

- **Damage Control:** You attempt to repair the effects of a breach. Choose a single damaged or disabled system, and attempt a **Presence + Engineering** task with a Difficulty determined by the system and its status (see page 201). If successful, the system is restored to function and can be used again normally. This task does not remove any breaches the ship has suffered – only the effects imposed by the breaches.

- **Transporters:** (Cost: 1 Power) Target a group of characters or objects in the same location, and a destination, both within Close range of the ship. Attempt a **Control + Engineering** task with a Difficulty of 1, assisted by the ship's **Sensors + Engineering**. If

successful you instantly transport your targets to the destination. The Difficulty of this task increases by 1 if the target is not on a transporter pad, and 1 if the destination is not a transporter pad, and may increase further based on interference or other conditions. The target cannot be transported to or from any location with more than 0 Shields.

Making an Attack

Attacks are the most important and direct of tasks in starship combat and require a little more discussion than the normal tasks. The process for making an attack is as follows:

1. **Choose a Weapon System and Target:** Choose the weapon system you plan to attack with, and a viable target. This will normally be a choice between an energy weapon and a torpedo attack.

2. **Task:** Attempt a **Control + Security** task, assisted by the ship's **Weapons + Security**, with a Difficulty determined by the weapon used.

    a. **Energy Weapon:** Difficulty 2, with the Difficulty increasing by 1 for each range band away from the weapon's optimal range.

    b. **Torpedoes:** Difficulty 3, with the Difficulty increasing by 1 for each range band away from the weapon's optimal range.

    c. **Targeting a Specific System:** If you target a specific system, the Difficulty increases by 1.

3. **Inflict Stress:** If your task succeeds then the attack inflicts Stress, as described below.

    a. **Randomly Determine System Hit:** Roll 1d20 and compare the result to the Starship Hit Locations table.

    b. **Roll Challenge Dice:** Roll the number of indicated by the weapon, plus equal to the ship's Security discipline, and total the result and any effects. This is the amount of Stress you inflict on the target.

    c. **Roll Cover:** The target rolls any cover their ship has available and adds it to the Resistance they have due to their Scale, and reduces your result by the total Resistance.

    d. **Inflict Stress:** The target reduces their Shields by the amount of remaining Stress from the total, resolves any effects, and checks to see if they have sustained a breach.

Starship Hit Locations

When you do not designate a specific ship's system to target, use this table to determine which system you hit, and apply any breaches to that system. If the system you hit is already destroyed, any further breaches are applied to the system in the If Destroyed, Hit column.

D20 Roll	System Hit	If Destroyed, Hit…
1	Communications	Computers
2	Computers	Communications
3-6	Engines	See *Warp Core Breach Imminent!*
7-9	Sensors	Weapons
10-17	Structure	Engines
18-20	Weapons	Sensors

Stress, Shields, and Breaches

When a vessel is successfully hit by an attack, it suffers Stress – first to shields, and then possibly to the ship's systems. Some environmental hazards also come with a risk of inflicting Stress, like gravitational forces, intense radiation, corrosive gases, micrometeors, extreme heat, ionic discharges, and so on.

Stress and Shields

Attacks and other hazards have a **Stress rating**, which will be a quantity of Challenge Dice with the total rolled applied against the starship.

Ships have a quantity of **Shields**, representing their defensive forcefields. A ship's maximum Shields are equal to its **Structure + Security**. At the start of a new scene, a ship's Shields returns to their normal value, and can be raised or lowered to this normal maximum value.

Resistance

Starships also have a quantity of **Resistance**, equal to its Scale. This resistance reduces the total Stress suffered, allowing them to shrug off some of the attack's result.

A ship's Resistance represents its deflector shield strength, any armor it might have, and its overall structural integrity, but it can also benefit from Resistance from cover rolled and added to its static Resistance. It could benefit from cover from spatial objects and phenomena like an asteroid field, nebula, or some other cosmic feature that would provide protection from an attack without making the ship harder to target.

Breaches

Breaches in starship combat represent damage to a ship's systems, as powerful weapons tear through hull plating, killing crew, and potentially damaging, disabling, or destroying the vessel entirely.

Cover for Starships

Cover includes common effects, representing objects that interfere with a vessel's ability to see or attack a target directly. Cover functions the same way for spacecraft as it does for characters – granting some additional Resistance in the form of one or more . If a zone provides cover, it provides cover to all vessels within that zone.

Cover or concealment may have special effects that trigger on each effect rolled on those , just like attacks do. These should be determined by the gamemaster in advance, but a few examples include:

DENSE
The cover is particularly dense, making it especially hard to score a good hit. Each effect rolled generates 1 additional Resistance.

FRAGILE
The cover is especially fragile and will disperse entirely if it is damaged. Each effect rolled permanently reduces the number of that area of cover provides by 1, after the current attack has been resolved. If that would reduce the cover to 0, that cover is destroyed.

VOLATILE
The cover is exceedingly volatile, likely to ignite or explode. If any effects are rolled, then all vessels within the zone immediately suffer 5 Piercing 2 Stress. This Stress increases by 1 for each effect rolled when the targeted ship rolls their cover . After the attack is resolved, the zone no longer grants any cover.

Your ship sustains a breach if:

A. You suffer **5 or more Stress** from a single attack or hazard, after reduction from Resistance.

B. Your **Shields are reduced to 0** by that attack or hazard.

C. If your Shields were at 0 before the attack or hazard, and the attack or hazard **inflicts any Stress**.

If two of these conditions is true from a single attack, your ship suffers two breaches.

System Damage Thresholds

Breaches are tracked and affect systems separately from one another. The effect of a breach to a system varies based on two factors: which system was hit, and how many breaches that system has already suffered. For each system, a breach has an immediate impact – a short-term penalty, such as being unable to use that system temporarily. Then, if the number of breaches suffered to that system meets certain thresholds, the ship suffers additional penalties as well.

- **Damaged:** If a system suffers a total number of breaches equal to **half the ship's Scale**, then it is damaged.
- **Disabled:** If a system has suffered a total number of breaches **equal to the ship's Scale**, then it is disabled.
- **Destroyed:** If a system has suffered **more total breaches than the ship's Scale**, then it is destroyed.

Breach Effects

When a system suffers a breach, add it to the total number of breaches it has suffered, and compare it to the thresholds in the **System Damage Threshold by Scale** table, or the thresholds outlined for larger Scales. Then apply one of the effects listed. Some systems have additional effects, as outlined in *Additional Breach Effects* on page 202.

System Damage Thresholds by Scale

SCALE	DAMAGED	DISABLED	DESTROYED
2	1 breach	2 breaches	3 or more breaches
3	2 breaches	3 breaches	4 or more breaches
4	2 breaches	4 breaches	5 or more breaches
5	3 breaches	5 breaches	6 or more breaches
6	3 breaches	6 breaches	7 or more breaches

- **Impact:** Every time a system suffers a breach, it cannot be used until the relevant bridge station restores it using the Restore minor action.
- **Damaged:** When the total number of breaches the system has suffered reaches half the ship's Scale, tasks that use that system are increased in Difficulty by 2. The Difficulty to repair this effect is 3.
- **Disabled:** When the total number of breaches the system has suffered reaches the ship's Scale, it is disabled. All tasks that rely on that system are impossible, and cannot be attempted. The Difficulty to repair this effect is 4.
- **Destroyed:** If the total number of breaches suffered ever exceeds the ship's Scale, that system is utterly destroyed. All tasks that rely on that system are impossible, and no repair attempts can be made until the ship reaches appropriate starship repair facilities. Further breaches inflicted against that system instead affect a different system: roll the hit location again.

Warp Core Breach Imminent!

Catastrophic damage to the engines is a serious matter, increasing the risk of losing containment over the volatile reactors that power the ship. The ships of many cultures, including the Klingon Empire and the Federation, rely on powerful matter/anti-matter reactions, which can cause

NPC Starship Damage

While player vessels can make interesting use of the full damage rules, this can become burdensome in larger battles where there are many NPC ships involved. In these situations, the following quick damage rules can be used as an alternative:

- **Impact:** Whenever the ship suffers a breach, it loses a single turn during the next round, and 2 Power. This is not cumulative.
- **Damaged:** If the total number of breaches the NPC ship has suffered equals half its Scale, then increase the Difficulty of all its tasks by 2 until repaired. The Difficulty to repair this effect is 3.
- **Disabled:** If the total number of breaches the NPC ship has suffered is equal to its Scale, then the ship has been disabled. It no longer takes any turns in the combat scene.
- **Destroyed:** If the total number of breaches the NPC ship has suffered exceeds its Scale, it has been destroyed. It explodes in a burst of flame and a shower of scrap metal, though this explosion is usually not large enough to cause damage to other ships. The gamemaster may spend 2 Threat to inflict a number of ⚠ of Stress equal to the ship's Scale on any ships within Close range.

Additional Breach Effects

ENGINES

- **Damaged:** If the Engines are damaged, the ship loses 1 Power at the end of every round until the effect is repaired.
- **Disabled:** If the Engines are disabled, the ship loses 2 Power at the end of every round until the effect is repaired.
- **Destroyed:** If the Engines are destroyed, the ship loses 3 Power at the end of every round and can no longer regain or generate more Power. Further, roll a number of ⚠ equal to the number of breaches the engines have suffered in excess of the ship's Scale; if any effects are rolled, the warp core begins to lose containment, and may explode (see sidebar).

STRUCTURE

- **Impact:** If the ship's Structure suffers any breaches, roll 1⚠ – if an effect is rolled, then a random main or supporting character on the ship suffers a lethal injury. They may avoid the injury as normal (see *Avoiding an Injury* on page 173).
- **Damaged:** If the ship's Structure is damaged, all tasks to repair breach effects suffer complications on a d20 roll of 18-20, as multiple hull breaches require sections of the ship to be sealed off by emergency containment fields. In addition, the ship's Resistance is reduced by 1.
- **Disabled:** If the ship's Structure is disabled, all tasks to repair breach effects increase in Difficulty by 1 due to widespread destruction. In addition, the ship's Resistance is halved (rounding up).
- **Destroyed:** If the Structure of the ship is destroyed, with hull breaches across the ship, fires raging, and life support systems failing, the ship is crippled. The ship's Resistance is 0, tasks to repair other systems on the ship can no longer be attempted during combat, and the ship may not move except by thrusters (as per the Maneuver task), as faster velocities might tear the ship apart.

catastrophic explosions if uncontrolled, while the Romulans use a similarly-dangerous artificial singularity to power their warp engines.

If the ship suffers a loss of containment, then the reactors may explode at any moment; roll one or more ⚠ at the end of each round, starting with 1 at the end of the round in which the containment loss began, and increasing by 1⚠ for each successive round (so, 2⚠ for the second round, 3⚠ for the third, and so forth). If one or more effects are rolled, the reactors explode, destroying the ship immediately, killing all aboard, and inflicting 3⚠ Piercing 2 damage to all other ships within Close range. Add a number of additional ⚠ to this damage equal to the exploding ship's Scale (bigger ships have bigger reactors).

This can, however, be avoided. Characters in engineering may attempt to stabilize the reactor, or they may try to eject the reactor entirely (though not all ships have the capability to eject their reactors, so their crews may wish to abandon ship).

- **Stabilize the Reactor:** This is an extended task, with Work 8, Magnitude 3, Resistance 2, and a base Difficulty of 3. Succeeding at this extended task prevents the reactor from exploding. Common combinations for this will be **Daring** or **Control + Engineering**.
- **Eject the Reactor:** This is a **Daring + Engineering** task, with a Difficulty of 2. Success means that the reactor is successfully ejected. If ejected, continue to roll to see if it explodes; when it does, it will not destroy the ship (as it's been ejected and is no longer within the ship), but all ships, including the one that ejected it, within Close range will still suffer damage when it detonates.

Repairing Damage

If a ship is suffering from effects due to breaches, you can attempt tasks to repair that damage. These are not full repairs – this would take time and resources not readily available in battle – but starships are designed with redundancies

ALL HANDS, ABANDON SHIP!

If your ship suffers massive damage, or is at risk of a reactor breach, your commanding officer may give the order to abandon ship. Starships are fitted with escape pods, each of which can hold a small number of crew and allow them to fight and earn glory another day! These, along with the ship's complement of shuttlecraft – and if near enough to a planet or allied ship, transporters – allow the ship's crew to evacuate quickly.

You must attempt a **Daring + Conn** task with a Difficulty of 0 in order to board and launch an escape pod. Each escape pod is designed to carry four individuals normally, but can carry up to six if necessary – reducing the life support capabilities of the pod. Launching a shuttle is covered on page 193.

For the rest of the crew, it can be assumed that at least half of the personnel on board escape the ship by the end of the round in which "abandon ship" has been ordered. The other half will leave in the following round. Klingon Defense Force personnel, and all those who serve or live aboard a starship, have been trained and drilled to respond quickly to emergencies of this sort.

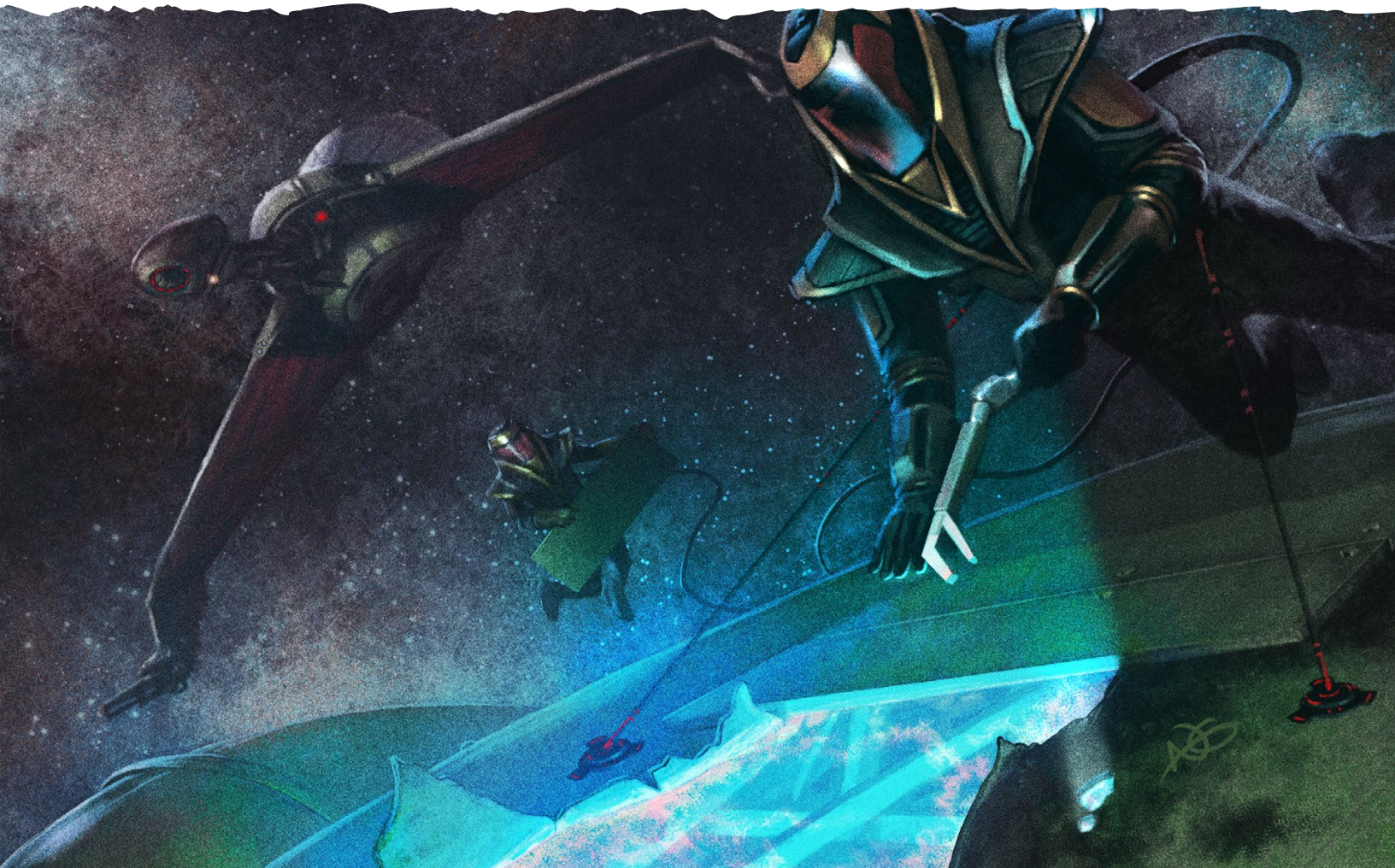
What happens to the ship and her crew after they've abandoned ship is up to the gamemaster to determine.

and back-ups, and a skilled engineer can re-route around damaged systems to create impromptu solutions.

The Damage Control task listed on page 199 is a typical way of repairing a damaged system, with an officer sending a repair team to handle the repairs. However, you can also use the Change Position minor action to move elsewhere in the ship, and attempt to lead the repairs personally. This takes a **Daring** or **Control + Engineering** task, with a Difficulty of 3 for damaged systems, or 4 for disabled systems.

Any repairs you make will remove the effects imposed by damaged or disabled systems, but it doesn't actually remove any breaches that caused those conditions. As a result, if a damaged system is repaired and suffers an additional breach, it can suffer from the damaged condition again. **Breaches cannot be repaired in combat or during a mission** – such intensive repairs usually require days or weeks of work at a starbase or other facility, and only occur between missions.

During the course of battle, the ship may also suffer complications that relate to the condition or function of the ship. You can also remove these by **engineering** tasks, and are regarded as repairs. The normal Difficulty to remove these is 2, though this may vary based on the gamemaster's discretion.



The *I.K.S. Rotarran*, a bird-of-prey under the player characters' command, has entered Dominion space on a mission to rescue the *B'Moth*, a disabled Klingon vessel. A Jem'Hadar attack ship, under the gamemaster's control, attacks the *Rotarran* after she crosses the border. The gamemaster, Mike, determines that a starship combat scenario is about to unfold. He notes that each player character will be allowed to act once each round. Mike also notes that the Jem'Hadar attack ship, because it is a Scale 3 vessel, will have three actions per round.

Neither vessel is surprised, so the action order begins with the player character who has the highest Daring score, in this case the *Rotarran*'s helm officer, Klapek. The *Rotarran* and the Jem'Hadar vessel begin the engagement at Extreme range, so Klapek uses the ship's impulse engines to move two zones and close the distance to Medium range. This action is a Difficulty 0 **Control + Conn** task, assisted by the *Rotarran's* **Engines + Conn**. The action also consumes 1 Power. Klapek makes the roll and scores 1 success, which generates a point of Momentum the crew decides to bank for later. Klapek doesn't take any minor actions, so their turn ends.

The initiative shifts to the Jem'Hadar vessel. Mike declares the Jem'Hadar ship will attempt to fire its disruptor cannon. This is a Difficulty 2 task, but, because the two ships are one range band beyond the disruptor cannon's optimal range, the Difficulty increases by 1. Because the disruptor cannon is an energy weapon, it has a Power requirement of 1. Mike notes that the Jem'Hadar ship has a talented crew (Attribute 10, Discipline 3), making the target number for the roll 13. Mike spends 1 Threat to gain a third d20 and rolls a 4, 9, and 17. The roll is assisted by the ship's **Weapons + Security** (14), but the assist roll results in a 16, no help. Two successes are not enough, so Mike announces the attack misses, and the initiative shifts back to the *Rotarran*.

Starship Combat Momentum Spends

Momentum is a key tactical resource during combat. When you generate Momentum in combat, there are several options available to help defeat your enemies, empower your allies, and bolster your own glory.

You have all the normal Momentum options available to you in a combat scene, with additional options that relate directly to starship combat. As normal, spends listed as **Repeatable** means they can be repeated as many times as you have Momentum to pay for them, and spends listed as **Immediate** can be played at any time during your turn (and can be paid for by generating Threat). If a Momentum spend is neither Immediate nor Repeatable, you can only use them once per turn.

Starship Combat Momentum Spends

OPTION	COST/REPEATABLE	DESCRIPTION
Added Stress	1 Momentum, Repeatable	Increase the Stress inflicted by a successful attack by 1 for each Momentum spent.
Additional System	2 Momentum	Your attack affects an additional system. Roll to determine a random system, using the Starship Hit Locations table – that system is hit and suffers half the pool result of your attack, rounding up.
Buy d20s	1-6 Momentum, Immediate, Repeatable	Before you roll for a task, you can buy up to 3 more d20s for your dice pool.
Create Advantage	2 Momentum	You can establish a new advantage for you in the scene, or remove a complication from the scene.
Increase Difficulty	2 Momentum, Immediate, Repeatable	You can increase an opponent's task Difficulty by 1 for every 2 Momentum spent.
Obtain Information	Repeatable	You can ask the gamemaster a single question about the scene, per Momentum spent.
Penetration	1 Momentum, Repeatable	Ignore 2 Resistance for each Momentum spent.
Re-Roll Challenge Dice Pool	1 Momentum	Re-roll any number of in your current dice pool.
Swift task	2 Momentum	You can attempt one additional task, increasing the Difficulty of your second task by 1. You may only do this once per turn.

Starship Combat Example

The *Rotarran*'s weapons officer, Veltara, uses their turn to fire the bird-of-prey's disruptor cannon. The two ships are at Medium range, which is one range band beyond the ship's optimal disruptor range, making this a Difficulty 3 task, with a Power requirement of 1. Veltara has **Control 9** and **Security 3**, making the target number 12. Veltara's player, Liz, rolls a 5 and a 7, for a total of 2 successes. The roll is assisted by the ship's **Weapons + Security** (14), and the roll results in a 9 for a third success. Therefore, the attack succeeds. Liz rolls 7, which results in 6 Stress with 2 effects. The disruptor cannon has the Vicious 1 quality, inflicting an additional point of Stress for each effect, resulting in a total of 8 Stress on the attack. Mike reduces the attack's Stress by the Jem'Hadar ship's Resistance of 3. The remaining 5 points of Stress affect the attack ship's shields, reducing them from 11 to 6. Since any attack that deals 5 or more Stress also causes a breach, the Jem'Hadar vessel suffers a breach.

Mike is using the "NPC Starship Damage" rules on page 202. Accordingly, sustaining a breach means the Jem'Hadar ship will lose one turn during the next round. If the attack ship sustains a total of 3 breaches, which is equal to the ship's Scale, it will be disabled. Any breaches beyond that result in the attack ship's destruction. ***Gamemaster Note: NPC starship damage rules do not apply to player character-controlled vessels.***

After the successful Klingon attack, the initiative returns to the Jem'Hadar. This process continues in this round until all the player characters have acted and the Jem'Hadar vessel has taken a number of turns equal to its Scale. The next round will begin with the initiative starting with the Jem'Hadar.



CHAPTER 07.40

TO COMMAND THE STARS

STARSHIP CREATION

"IN SPACE, ALL WARRIORS ARE COLD WARRIORS."

– GENERAL CHANG

CREATING A KLINGON WARSHIP

Follow the steps below to create your players' warship:

1. Determine the **year or timeframe** in which the adventure or campaign is set. This will determine which spaceframes you may select.

2. Select a **spaceframe** (pages 207-225) that fits into the selected timeframe and note the spaceframe's ratings for systems and bonuses to departments on the ship sheet, as well as the weapons and talents included with the spaceframe.

3. Select a **mission profile** (pages 225-227), adding the profile's department ratings and additional talent to the ship sheet. Add the spaceframe's department bonuses to the mission profile's department ratings (e.g., a *B'rel*-class bird-of-prey (Conn +2, Security +1) with the Intelligence and Reconnaissance Operations mission profile (Conn 2, Security 2) has a Conn of 4 and Security of 3.

4. Apply any **refits** (page 227) needed to bring the ship's capabilities up to the starting year of the adventure or campaign (e.g., a D7-class battle cruiser used in a campaign set in 2290 would need four refits added to it). Each refit increases a single system of the ship by 1. No system may be increased by more than 2, or to any score above 12, through refits (a ship may have a system with a score above 12 before refits, but players cannot increase a system to any score above 12).

5. On the ship sheet, add the following elements as needed:

   - **TRAITS:** A starship has a single trait – Klingon Starship – as standard. It may have others, if the players and gamemaster desire. See *Traits* on page 230 for more on additional starship traits.

   - **TALENTS:** A starship should have a number of talents equal to its Scale. Some of these may be determined by spaceframe, and at least one should be determined by the ship's mission profile. If, at this stage, the ship has fewer talents than its Scale, select additional talents until it has the required number.

   - **SCALE:** A starship's Scale is determined by its class.

   - **RESISTANCE:** A starship has Resistance equal to its Scale. Talents may modify this further.

   - **SHIELDS:** A starship has Shields equal to its Structure plus its Security. Talents may modify this further.

   - **POWER:** A starship's normal Power capacity is equal to its Engines. Talents may modify this further.

KLINGON SHIP DESIGN DOCTRINE

TRANSCRIPT OF FIRST AND LAST LECTURE OF COLONEL FUHLOT AT THE HALL OF WARRIORS, 2306

There are two types of Klingon warship, and everyone here should know the two types of vessel. But you must have been born on a world in the *Sa'Hut* of the Empire, so I will explain. A battle cruiser consists of a command section on the forward end of a long boom, or 'neck', and then a large engineering hull is in the aft with two fixed warp nacelles. This is probably the type of vessel that conquered your *ve*Q world. The second type is the bird-of-prey, also with a command section on the end of a boom, but the engineering hull has larger impulse and RCS systems, and the warp coils are installed on movable 'wings'.

I hear the mewling of smooth-headed children already asking, 'What one is better in a fight?' I will repeat an old proverb that says, "A sharp knife is nothing without a sharp eye." The best type of ship in a fight is the one with warriors unafraid to die. You are warriors! You will fight in whatever vessel you are assigned to, and you will do so honorably and without complaint lest you bring dishonor to yourself and your House!

Now, bring me my bloodwine and I will tell you the tale of when I slew a six-headed Capasodian millipede with nothing but my teeth. ▲

PERSONAL LOG

- **CREW SUPPORT:** A starship's Crew Support is equal to its Scale. This may be modified further by player characters taking the Supervisor talent.

- **WEAPONS:** The weapons a starship has are determined by its spaceframe. The Stress that energy weapons inflict is equal to the ship's **Scale + Security**, plus additional factors from the type of weapon. The Stress that torpedoes inflict is equal to the torpedo's basic Stress rating plus the ship's Security. These variations are described in *Starship Weapons*, on page 187 and in the *Starships Weapons* table on page 228.

6. Finally, select a name for the vessel (see page 231 for more information).

Spaceframes

A vessel's spaceframe is its basic superstructure, core systems, operational infrastructure, and all the other elements that are common to every vessel of that class. Once chosen, this class will provide a collection of abilities that will serve as the baseline for the warship – the base scores for its systems, its Scale, three points towards its departments, and what weapons it is equipped with. Each class also lists the year that class first entered service. Some classes may also provide talents, denoting upgrades that are universally applied to ships of that class.

Common Klingon Special Rules

Cloaking Device: Fully introduced in 2272 (see D7/*K'tinga*). The vessel has a device that allows it to vanish from sensors. Operating the device requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security** as this is a task from the tactical position. This task has a Power requirement of 3. If successful, the vessel gains the Cloaked trait. While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. It requires a minor action to decloak a vessel.

***Targ*-Pit:** Not all early Klingon ships came with an area dedicated to *targs* or other live animals to be used as food, for sport, or for companionship. Those that did saw better morale, but also more disease and had the requirement of keeping extra foodstock for the animals on board. This is why it is a trait rather than a talent. Every Klingon vessel of Scale 5 or larger will have a *targ*-pit as standard and will not have the trait listed; those that are Scale 4 and smaller will have it listed.

Quantum Torpedoes: The Klingon Empire doesn't gain access to quantum torpedo technology until after the end of the Dominion War. When choosing a mission profile that includes quantum torpedoes, that vessel may equip photon torpedoes if it normally does not have them; otherwise that talent does not apply. If playing after the Dominion War, treat the quantum torpedo trait normally.

D5-Class Battle Cruiser

Entered Service: *2146*

OVERVIEW

The D5 battle cruiser was the latest iteration of Imperial assault starship design from the engineering team at the DaQ'yan Forge when it was introduced in 2146 in the lead up to the campaign to conquer the B'Moth system and its indigenous inhabitants. The B'Moth people were a newly warp capable species discovered in 2141 and had shown a long history of civil conflict that had made them into formidable warriors. The D5 led the charge against the B'Moth and its ablative armor proved more than capable against the layered planetary defenses and heavy particle cannon emplacements mounted on orbiting defense asteroids circling high above the world. When the Empire first encountered United Earth and saw that the Vulcan High Command was assisting them through personnel exchange, the High Council felt that this new Human menace was the largest threat to the Empire since the defeat of the Hur'q.

The D5s of the fleet were recalled and refit with newly developed defensive shields based on salvaged Vulcan systems from a destroyed spy vessel attempting to gain knowledge of the dilithium refinement facilities on Praxis. These newly upgraded D5s were deployed into systems controlled by the Empire and between Qo'noS and Earth. By 2155, all D5s had been refit in time for the outbreak of the Earth-Romulan War. The D5 continued to serve with honor in the KDF even after the Earth-Romulan War. Improved weapon systems and warp coils were installed through the 22nd century, and improvements in solid state micro-engineering and symmetrical subspace field generation allowed the D5 to continue to serve as a battle cruiser until the introduction of the D7 in the late 2250s The D5 was then moved to secondary positions in battle cruiser squadrons, and by the 2270s the D5 was phased out of front-line service entirely and moved to system defense and House fleets.

CAPABILITIES

The D5, like all later battle cruiser designs produced by the DaQ'yan Forge, had two semi-isolated and independent sections meant to be able to continue operation in combat regardless of large scale hull breaches or damage to the other. The forward section was the command and control pod located on a long boom that could detach from the rest of the vessel in case of extreme damage and act as a lifeboat of sorts. The forward pod also contained the vessel's photon



torpedo launch system that had two separate ammunition feed mechanisms that were protected by the bulk of the forward-facing disruptor cannons. Even after much of the D5's ablative armor was removed during its shielding refit, armor was kept in areas to protect vital systems including the torpedo storage system, the command deck, and secondary fusion reactors.

Further disruptor cannons were installed across the dorsal and ventral surfaces of the engineering hull, with two on each side being mounted on a turret to allow attacks against targets at any angle to the vessel. The engineering hull also mounted the D5's two advanced warp nacelles that could pitch and yaw allowing a warp velocity of warp 6, a high warp acceleration, and a stable subspace field even while in areas of gravimetric distortion. Two impulse drive units provided sublight propulsion using the ship's primary fusion reactors.

TRAIT: Klingon Starship

Systems

COMMS 06	ENGINES 07	STRUCTURE 07
COMPUTERS 07	SENSORS 06	WEAPONS 08

Departments

COMMAND +1	SECURITY +1	SCIENCE –
CONN –	ENGINEERING +1	MEDICINE –

SCALE: 2

WEAPONS:
- Disruptor Cannons
- Photon Torpedoes

TALENTS:
- Improved Hull Integrity
- Improved Warp Drive

Raptor-Class Scout Vessel

Entered Service: *2146*

OVERVIEW

The Empire grew slowly in the decades prior to first contact with Humans. The majority of the Imperial fleet was engaged with spacefaring civilizations rimward of the homeworld, and due to this short-sightedness, the shipyards of the Empire had been focusing on larger, more combat worthy ship designs. The neglected small scouts of the Klingon Defense Force of the time dated back to the years just after the development of warp travel, meaning that the main combat forces of the Empire could easily outpace the scouts they needed to find enemy outposts, make contact with new species, and find new worthy enemies for the Empire. Using many of the design elements from the newly launched D5 battle cruiser, the first of the new *Raptor* class scouts was launched from the *Kahless' Blade* orbital shipyards above Qo'noS in 2146. This class of vessel stayed in service

through the Earth-Romulan War, protecting the small shared border region between our Empire and theirs, and went on to perform with honor until after the brief conflict with the Federation in 2267 showed the spaceframe's age and limitations. Few of these vessels continue to be active in the Empire, used by short distance Imperial merchantmen to move meat animals such as *targ* and *gagh*.

CAPABILITIES

As the design for the *Raptor* class took many elements from the D5, the vessel was often confused with the more combat-capable battle cruiser. Externally, the *Raptor* has a different placement of many primary systems including the warp coil assemblies mounted on the ends of wing-like pylons. These pylons were oriented towards the vessel's dorsal side, helping shield the sensitive sensor equipment mounted on the ventral sections of the starship with the vessel's own mass from subspace distortions produced by the warp coils. The warp propulsion system befitted from the mass reduction from the removal of much of the ablative armor found on its sister class, and the *Raptor* was able to achieve faster warp velocities, up to slightly above warp 6 before its later refits. The *Raptor*'s sensors were attached via a hard point on the exterior of the ventral hull allowing quick replacement of damaged systems or to mount more specialized equipment for special missions assigned to the craft like multi-spectral sensor arrays for stellar and anomalous surveys, and gaseous sampling and biological containment gear for performing planetary surveys. An advanced graviton detector or subspace density probe could also be installed that could allow the *Raptor* to detect warp signatures from an *NX*-class starship from eight light-years distance.

Later refits of the class would see improvements to automation of torpedo launch systems that allowed fewer crew being needed for efficient operations and improved warp coils and sensor arrays that allowed the *Raptor* class to continue to serve in the fleet until the late 23rd century. Some vessels also replaced the ablative armor with shield emitters beginning in the 2150s.

TRAITS: Klingon Starship, *Targ*-pit

SYSTEMS

COMMS 06	ENGINES 07	STRUCTURE 07
COMPUTERS 06	SENSORS 07	WEAPONS 06

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE +1
CONN +1	ENGINEERING –	MEDICINE –

SCALE: 2

WEAPONS:

- Disruptor Cannons
- Photon Torpedoes

TALENTS:

- Ablative Armor
- Improved Reaction Control System

VO'N'TALK (22ND CENTURY BIRD-OF-PREY)

Entered Service: *2149*

OVERVIEW

The late 2140s saw a renaissance in the engineering of warp coils for the Empire. Soon after the warp propulsion systems were finalized for the D5, it was discovered that an asymmetrical warp field could be produced and sustained using pulsed energy inputs to a layer of warp coils rather than just a continuous input of energy to two sets of parallel coils. While this could give a starship improved stability while at warp, it required a system that could adjust coil placement up to 25% of a vessel's longest axis. In order to accomplish this, engineers from House Antaak took the lead in designing an adjustable 'warp-wing' that contained the warp coils and could move independently from the primary hull of the starship. The starship design to first use this new 'warp wing' system was the *Vo'n'talk* class, which became the first of many vessels that outside observers would call 'bird-of-prey' type starships.

The *Vo'n'talk* class only saw front-line service until the first decade of the 23rd century when it was determined that other vessels were more admirably filling the role of fast interceptor, and the vessels could be quickly refit into the later designed *Tu'YuQ* class. The *Vo'n'talk* class would continue service in the fleets of the Great Houses acting as couriers and heavy ground attack vessels until late in the 23rd century.

CAPABILITIES

Compared to the other similarly-sized starships of its time, the *Vo'n'talk* class has a smaller crew complement as there are fewer weapons emplacements than the D5, and it has fewer positions for scientific specialists than the *Raptor*. However, this class requires nearly twice the number of engineers trained in warp core operations and the maintenance of subspace field coils due to the complex warp-wing systems. As the starship moves into warp, the wings adjust their pitch and angle, and the main computer adjusts the pulses of warp plasma to specific coils to produce a highly stable warp field. These multiple small warp coils allow this class to achieve speeds of warp 6.15, and even if the vessel lost over half the warp coils in each wing, it still is able to form a stable subspace field to enter and exit warp. In 2167, one starship of this class had sustained damage to over 60% of its warp coils from an encounter with an Andorian-crewed Starfleet vessel and was still able to return to Qo'noS at a speed of warp 3.2.

Engineers felt they could remove half the fusion reactors as the vessel massed lower than other vessels of its size, but the warriors of the KDF fought (literally) to keep the extra impulse power installed. This was because the impulse deck also used magnetic baffles to direct thrust up to 30 degrees from the axis of the ship, augmenting the vessel's reaction control systems and making the *Vo'n'talk* one of the most nimble vessels in service to the Empire at the time. As a historical note, this class was also the first in the KDF to have each vessel equipped with the new tractor beam system, utilizing a subspace field to direct and polarize gravitons.

TRAITS: Klingon Starship, Bird-of-Prey

SYSTEMS

COMMS 06	ENGINES 08	STRUCTURE 06
COMPUTERS 06	SENSORS 07	WEAPONS 07

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE –
CONN +1	ENGINEERING +1	MEDICINE –

SCALE: 3

WEAPONS:
- Disruptor Cannons
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- Improved Reaction Control System
- Redundant Systems (Warp Drive)

K'TOCH SCOUT

Entered Service: *2128*

OVERVIEW

As has been the case through the history of Klingon expansion, the High Council and KDF has always placed the highest priority on training warriors and constructing combat vessels to house and move them from system to system. Vessels that were meant for exploration or the discovery of new resources and species to exploit weren't even considered for construction. This philosophy slowly began to change as the star systems within a moderate journey from Qo'noS were firmly under the control of the High Council and easy-to-access resources were consumed quickly in the Empire's expansion. The compromise was approved in 2128 with the *K'Toch*-class, which was given minimal support at first, being constructed with easy to manufacture parts and primitive technology to leave the best for the battle cruisers. What the KDF did not anticipate were the Great Houses manufacturing these starships for themselves to allow both their scientists and explorers to seek out new opportunities for glory. One of these vessels crashed on Earth in 2151, initiating contact with Humans. The High Council had two of these vessels assigned as packet ships to move between Qo'noS and important systems in the Empire.

As larger vessels later came into service with a more open role that could include exploratory duties, the *K'Toch* class was relegated to courier duties and moving warriors from ships to planetary surfaces when transporter systems were not useable. This class continued service long after its spaceframe was deemed to be too old and fragile for continued use, and was only removed from active duty from some minor Houses in the early 24th century when a new vessel came into service based heavily on the *K'Toch*, the *Qo'Toch* heavy fighter.

CAPABILITIES

The *K'Toch* class scout was a multi-purpose starship that used design features dating back to the first Klingon warp ships. The class consisted of a large open crew section, a small cramped support and engineering section aft, and a propulsion 'sled' located below that contained the vessel's antimatter cells, small fission core, and reaction control. The vessel could be piloted and maintained by a single crewmember if required, but a more typical crew ranged from three to five warriors or scientists. Sleeping shelves would pull out from the bulkhead under each station as the vessel was too small for individual quarters. While primitive even by mid-22nd century standards, the fission pile that powered the vessel's sublight drive was easy to maintain and repair, and difficult to totally destroy without the loss of the entire spaceframe. The fission reactor also assisted a small matter/antimatter core in powering the vessel's warp coils and gave the tiny ship a maximum sustained velocity of warp 4, with emergency velocities approaching warp 5.3.

While it was designed with scientists in mind, the *K'Toch* was not without teeth. The vessel was equipped with two disruptor cannons, giving it surprising versatility in combat. When acting in a heavy fighter role, engineers would often fit a single antimatter bomb or warp-assisted torpedo to the underside of the propulsion sled. In one battle with the people of Ufeeya Home in 2196, Go'alth of House Kozak was able to maneuver his *K'Toch* through heavy planetary defense weapons fire to drop a ten-kilogram antimatter charge onto a mountain housing the military leadership of that world, wiping the mountain from the face of the planet and ending the last resistance to Klingon occupation. The explosion was powerful enough that Go'alth was killed, but his honorable sacrifice is remembered to this day, as the resulting crater lake on Ufeeya Home bears his name.

TRAITS: Klingon Starship

Systems

COMMS 06	ENGINES 05	STRUCTURE 05
COMPUTERS 06	SENSORS 07	WEAPONS 07

Departments

COMMAND –	SECURITY –	SCIENCE +1
CONN +1	ENGINEERING +1	MEDICINE –

SCALE: 2

WEAPONS:
- Disruptor Cannons

TALENT:
- Rugged Design

Tu'YuQ Exploratory Ship

Entered Service: *2176*

OVERVIEW

Research and development of new technologies has rarely been the priority of the Klingon Defense Force and had been left to civilian research teams and institutions of education. After the formation of the United Federation of Planets and its rapid expansion towards Qo'noS, the High Council felt that the exploration duties of the KDF should be expanded in order to push the frontiers of the Empire further than just conquest could achieve. Designing the new starship class was a group of academics from across Qo'noS and overseen by two generals from the KDF to ensure the new vessel would still bring honor to the Empire. The result was the *Tu'YuQ*-class exploratory ship.

To ensure the ease of construction and maintenance once launched, the academic group responsible for the vessel based the design heavily on the *Vo'n'talk* class bird-of-prey. Equipment and dry dock facilities for the other birds-of-prey currently in service were utilized almost immediately for construction, and the first spaceframe was commissioned in 2176. As more combat starships came out of the drydocks of the Empire, many of the Great Houses began retrofitting their older *Vo'n'talk* class starships to be used as *Tu'YuQ* explorers beginning in the late 2190s as the older birds-of-prey started showing their age. These refits were simple enough that crews could accomplish the work even on planetary surfaces or rudimentary drydocks. These vessels would almost entirely replace the older *Vo'n'talk* class birds-of-prey by the second decade of the 23rd century in the KDF and most fleets of the Great Houses, and would see active service until their eventual obsolescence in the late 2290s.

CAPABILITIES

The *Tu'YuQ* class explorer closely resembles the *Vo'N'Talk* class that it is based upon with a long and narrow primary hull and two wings to port and starboard that contain the vessel's warp coils and end with disruptor cannons. The wings themselves are vastly different from its parent class, being almost twice as long and half as much again broad. The wings required redesign as the vessel utilized a new system of larger, but more energy efficient warp coils. Additionally, four separate sensor blisters, on the far ventral and dorsal side of each wing, gave the class excellent sensor capabilities using interferometry. At the root of each wing was a computer core, the most complex produced in the Empire until the introduction of duotronics in the early 2250s. As these sensor blisters were located in a similar area to the colored spots of the carnivorous Blood Eye Moth of Qo'noS, many crew painted the wings and blisters in a similar pattern, giving this class the nickname of *Blood Moth*.

The engineering hull, aft of the boom-like neck of the vessel, consisted of a similar layout and systems as the *Vo'N'Talk* class. Additional deuterium storage on the port and starboard of the impulse drive deck allowed this class extended deployment times. Finally, two small one-person shuttlepods were installed on the port and starboard sides of the boom, allowing small excursions to the surface of worlds when the commander considered the landing of the vessel a tactical liability. Refits of this class occurred after the successful reverse engineering of Federation duotronic computer systems, and gave a new lease on life to these aging vessels. Further refits would go on to improve the vessel's warp capabilities and sensor resolution.

TRAITS: Klingon Starship, Bird-of-Prey

Systems

COMMS 07	ENGINES 07	STRUCTURE 05
COMPUTERS 08	SENSORS 07	WEAPONS 07

Departments

COMMAND –	SECURITY +1	SCIENCE +1
CONN –	ENGINEERING –	MEDICINE +1

SCALE: 3

WEAPONS:
- Disruptor Cannons
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- High-Resolution Sensors
- Improved Power Systems

D7-Class Battle Cruiser

Entered Service: *2250*

OVERVIEW

The mid-23rd century saw increasing competition between the Empire and the Federation for space supremacy across our shared border region. The KDF had been relying on refitted D5 cruisers nearly 100 years old, and still capable of expanding the far-flung borders of the Empire, but the introduction by Starfleet of the *Constitution*-class heavy cruiser in 2243 laid bare the Empire's reliance on these ancient vessels. A long-term development plan was set into motion by the High Council, and overseen by General Koro, to develop a suitable weapons platform to challenge Starfleet in firepower and in deep space deployments. The final design of the D7 occurred in 2247, but when the Empire was able to capture a functional duotronic computer system from a Starfleet vessel, further installation of the sensor and data networks in the D7 was halted until the duotronic systems were reverse engineered in 2250. The first D7 launched to great celebration only two months later.

The D7 battle cruiser became the most visible symbol of the Empire and squadrons of the vessels would attack and harass Federation outposts and illegal colonies regularly. Even then, this symbol of strength and power almost fell away when a brief alliance with the Romulan Star Empire allowed the KDF access to cloaking devices. The then current D7 spaceframe couldn't accommodate the cloak, and the High Council began liquidating the D7 fleet in trade to the Romulans for more cloaking devices that would be installed in a new generation of vessels. A brilliant scientist named K'tinga discovered that the cloak the Romulans were providing was faulty, and with some modification could be used in vessels as large as the D7 as long as the outer hull plating was manufactured in a new fashion. The alliance ended when K'tinga himself stabbed the cowardly Romulan ambassador through his heart. While dozens of D7s had been traded away, a new design of the D7 was born, the *K'tinga* class, the first production run having green-tinted plating to represent the blood of the traitorous Romulan *petaQ*.

The new battle cruiser design came into service in 2270 and would continue to serve the KDF as its front-line starship until the mid-24th century when the introduction of larger vessels such as the *Vor'cha* and *Negh'Var* class battle cruisers relegated the venerable design to escort and support duties.

CAPABILITIES

The D7 continues the long design traditions of the KDF by having a command pod at the end of a long detachable boom that connects to the engineering hull. With the



primary purpose of the D7 being war, the weapon systems on board had top priority for the use of internal volume. Two separate photon torpedo launchers provide the primary destructive capabilities for the spaceframe. The D7 was also equipped with both phaser banks and disruptor cannons. The interior volume of the battle cruiser was a departure from more traditional designs in the KDF as the corridors and maintenance areas had an openness and ease of access to critical systems in mind. While most warriors have little understanding or care for maintenance of critical systems, the D7 had easy to understand instructions on the inside of bulkheads to show how systems may be repaired or maintained, even for crew members of subject worlds who may not yet understand Klingon. Refits for the D7 and *K'tinga* depended greatly on if it was in service to the KDF or a Great House, with the KDF focusing on improving warp capabilities and increasing EPS connections to weapon systems and some Great Houses focusing on improving the vessel's ability to act as a command ship in ways similar to *Qo'noS One*.

TRAITS: Klingon Starship, Long-Serving (24th century)

Systems

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 07	SENSORS 07	WEAPONS 09

Departments

COMMAND –	SECURITY +2	SCIENCE –
CONN +1	ENGINEERING –	MEDICINE –

SCALE: 4

WEAPONS:

- Disruptor Cannons
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:

- Cloaking Device (After 2272)
- Rugged Design



B'rel-Class Bird-of-Prey

Entered Service: *2280*

OVERVIEW

Before K'tinga discovered the Romulan treachery with trading our Empire faulty cloaking devices, the engineers in the KDF began designing a starship capable of using the faulty cloaking device as is. The vessel would need to have a low internal volume, thin armor plating in order to allow the cloaking field to adequately project around the vessel, and have significant power capacity to allow the operation of the cloaking field and other vital ship's systems. Early on it was determined that a bird-of-prey design similar to the *Vo'n'talk* class would provide the ideal form for the new vessel.

The first *B'rel* launched in 2280 and undertook a harrowing shakedown cruise that had the vessel journey from Qo'noS to the Federation world of Mars where it observed the expansion of Utopia Planitia that was ongoing at the time, and then returning to the homeworld all while undetected and under cloak. This tremendous success showed the Chancellor and the Great Houses the potential for this vessel and by 10 years after its introduction, *B'rel* birds-of-prey were leaving the Empire's drydocks at the same rate as *K'tinga*-class battle cruisers. The success of K'tinga in not only uncovering the Romulan lies, but in redesigning the D7 and building the first *B'rel* allowed him to start his own lesser House. The *B'rel* class would become the inspiration for two further bird-of-prey designs by House K'tinga, the D12 and the *K'vort* class.

CAPABILITIES

Like most large Klingon starships, the *B'rel*-class bird-of-prey consists of a command pod at the end of a long boom. This boom attaches to the vessel's main engineering and support hull and pitch-adjustable wings. The command pod contains the bridge and large captain's quarters that both had its own sanitation facilities and an area dedicated to either a *targ*-pit or *gagh* breeding tub so the commanding officer may always have fresh food on hand. The majority of the small crew of 12 to 20 officers and enlisted lived and worked in the engineering hull. Directly behind the junction of the boom and engineering hull was the cloaking device. Direct power linkages between the cloaking device ran aft into the vessel's matter/antimatter reactors, allowing the device to draw directly on warp plasma rather than putting a heavy demand on the EPS system. Aft of the warp core are two multistage fusion reactors that function on a deuterium reaction, but can run on standard hydrogen at a lower efficiency. The power generated from these reactors give the *B'rel* class an impressive sublight acceleration and a top warp velocity of 9.9 for a very short duration. While the cloak is active, the drain on power is more extreme than later classes, and cruising warp velocities are reduced to warp 5 for the original production runs, later improved to warp 6.5 depending on how well the warp coils in the vessel's highly adjustable wings could compensate for disturbed space-time.



TRAITS: Klingon Starship, Bird-of-Prey

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 07
COMPUTERS 07	SENSORS 07	WEAPONS 09

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE –
CONN +2	ENGINEERING –	MEDICINE –

SCALE: 3

WEAPONS:

- Disruptor Cannons
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:

- Cloaking Device
- Fast Targeting Systems

PACH'NOM MULTIROLE ESCORT

Entered Service: *2297*

OVERVIEW

The signing of the Khitomer Accords in 2293 brought rapid changes to the Klingon Defense Force. With much of the combat forces of the Empire no longer needed to patrol the long border with the Federation, Chancellor Azetbur wished to diversify the types of vessels able to be utilized by the KDF. The first of these new multirole vessels was the *Pach'Nom*-class escort. The original design dated back to the 2240s as an assault vessel capable of transporting a regiment of ground troops and their heavy weapons to a world targeted for invasion. While a few of these original vessels were constructed by the Great Houses, none were built for use in the KDF.

The first deployment of the *Pach'Nom* class was in 2297 to the Brestant system to aid in the defense of mining facilities being raided by Orion pirates. These facilities were constructed in the Oort Cloud to refine ices to be used in re-engineering the atmospheres of the two inhabited worlds in that system due to damage from the Praxis event. While there, *I.K.S. Pach'Nom* utilized its large

shuttle complement to assist in the collection and delivery of liquid ozone and ammonia ice, its multiple medical wards to treat the injuries commonplace amongst those working in a microgravity environment, and destroyed two Orion fast attack ships in a battle where the Empire suffered no casualties at all.

As this class was designed as a multirole escort, its mission profile has changed in its decades of service. As tensions between the Empire and Federation broke out into outright war in 2372, the systems of Archanis, Ajilon, and Gandala had three *Pach'Nom* class escorts assigned each to land troops at major population centers with the assistance of the rest of the fleet. Even after that short war ended, *Pach'Nom* vessels acted as troop transports for ground forces invading Cardassian- and Dominion-held worlds, and even acted as escort carriers for KDF fighter groups at Chin'toka and the Battle of Cardassia.

CAPABILITIES

Unlike many Klingon vessels, the *Pach'Nom* class consists of a single long primary hull and a secondary hull that hangs below the primary like a blade and contains the vessel's support systems, medical wards, and shuttlebays. The 'spine-like' primary hull consists of the command pod, crew habitation areas, and, aftmost, a drive section that has the primary fusion cores for sub-light propulsion and the two small matter/anti-matter reactors to power the vessel's warp drive. Each of these warp cores are able to independently power the vessel's warp coils located on widely-spaced nacelles that sweep behind the vessel, but both run at lower power levels to put less strain on each system.

Inside the command pod this vessel's bridge is large and open, with two levels to allow for regular ship functions and command to occur on the upper level, and the lower level utilized for coordinating fleet actions or combat space patrols. Alongside the medical wards are the vessel's shuttlebays with four shuttles or fighter craft, and two dedicated bays capable of deploying large shuttles or *Qo'Toch* heavy fighters.

Later improvements of the *Pach'Nom* class would include the addition of two boosted sub-space 'whiskers' at the front of the vessel, allowing communications to break through interference from natural sources or enemy action, replacing duotronic with isolinear computers after their introduction, and improvements to the maintenance and fabrication facilities used to support fighters and shuttles assigned to these vessels. With the success of these vessels in the short war with the Federation and in the Dominion War, the High Council has seen fit to once again ask the engineers of the KDF to begin laying out the next refit cycle for these vessels.

TRAITS: Klingon Starship

SYSTEMS

COMMS 08	ENGINES 08	STRUCTURE 10
COMPUTERS 07	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE –
CONN –	ENGINEERING +1	MEDICINE +1

SCALE: 5

WEAPONS:
- Disruptor Banks
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- Advanced Medical Ward
- Extensive Shuttlebays
- Redundant Systems (Engines)



PRONUNCIATION: *Heghlu'DI' mobbe'lu'chugh QaQpu' Hegh wanI'*
TRANSLATION: Death is an experience best shared.

QO'TOCH HEAVY FIGHTER

Entered Service: *2298*

OVERVIEW

With the deployment of the *Pach'Nom*-class multirole escort, the KDF wished to add a newly designed heavy fighter and support vessel that could augment that vessel's capabilities. The first *Qo'Toch*-class heavy fighter left its hangar in mid-2298 and saw immediate success in assisting *I.K.S. Pach'Nom* in its assignment in the Brestant system.

Intended as a replacement for the old *K'Toch* class, many minor docks and starbases were able to recycle the old craft and build new *Qo'Toch* class fighters with few new materials outside of small duotronic computers and newer weapon systems. The *Qo'Toch* class became ubiquitous across the Empire as escorts to merchant vessels, patrol ships for star systems experiencing light amounts of piracy, and during planetary assaults where there was heavy ground resistance. During the war with the Federation in 2372 and during the Dominion War, these vessels were employed in much the same manner as Starfleet runabouts and often in cooperation with them as Allied forces approached Cardassia. While these fighters are currently over 70 years old, routine refit cycles and ease of construction ensure that this fighter will see service in the KDF into the 25th century.

CAPABILITIES

The *Qo'Toch* class can operate with a single pilot/navigator, but typically has a crew of three to six depending on mission profile and predicted mission duration. Crew berthing space is located aft of the command and control 'cockpit' and consists of slabs two high and capable of holding a total of twelve people in emergency situations. Behind the crew compartment is the life support and fusion power plant for the sublight drive. Limited amounts of reaction mass for impulse drive is carried on board and is continually replenished from two magnetic ramscoops located on either side of the command area. Two small warp nacelles with ten microcoils in each provide warp propulsion. At the aft section of each nacelle is a small matter/anti-matter reactor that is inaccessible while the vessel is in operation, and can only be replenished at docking facilities. While these warp reactors can provide warp power to speeds of warp 6 for up to a week, even after the antimatter stores are depleted, the fusion core can provide low warp speeds of 3.5 until the vessel is able to return to dock.

Two separate mission packages that can be mounted to the hard points on the ventral section of the *Qo'Toch* class have been developed. A heavy weapons mount allows photon torpedoes to be mounted, or a secondary fusion reactor dedicated to powering a phaser cannon. A second package for reconnaissance purposes consists of a magnetic bottle for additional anti-matter storage that can extend high warp capabilities out to three weeks and additional multispectral, gravimetric, and subspace sensor packages that give the scouts on board higher resolution and longer range for finding and locating targets, or scouting out enemy positions.

Refits leading up to the Dominion War included improvements to disruptor targeting systems, improvements to the structural integrity fields needed to allow more extreme atmospheric maneuvering, and higher efficiency impulse drive emitters to allow for greater acceleration in space and near the ground.

TRAITS: Klingon Starship

SYSTEMS

COMMS 07	ENGINES 06	STRUCTURE 06
COMPUTERS 07	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE –
CONN +1	ENGINEERING +1	MEDICINE –

SCALE: 2

WEAPONS:

- Disruptor Cannons

TALENTS:

- Improved Hull Integrity

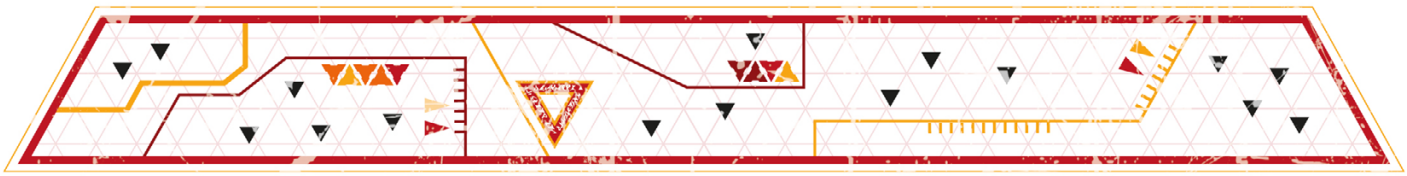
IW'CHA'PAR HEAVY EXPLORER

Entered Service: *2295*

OVERVIEW

With the *Tu'YuQ* class explorer over a century old at the end of the 23rd century, Chancellor Azetbur tasked the KDF to design a new vessel capable of replacing the *Blood Moths*. This need became more urgent as two separate biological infestations of *Polygeminus grex* broke out on two Imperial colony worlds. The High Council ordered the KDF to find the world that spawned these *HuH* and destroy it, giving the KDF two goals that could be completed with a single class. Using the new *B'rel* class bird-of-prey as the basis for the vessel, the heavily-redesigned class became known as the *Iw'Cha'Par* class, or *Blood Hawk*, named in honor of the nickname given to the older *Tu'YuQ* class explorers.

These vessels were outwardly similar to the *B'rel* class, but an additional deck was added to the command pod and boom. On the engineering hull, a further three decks were added to contain the specialized sensor suites and probe launchers. The first four vessels launched were assigned to the search for the source of the plague. With the assistance of investigations previous to the *Blood Hawk*'s launch, the



second ship of its class, *I.K.S. BortaS Etlh* had backtracked the travels of these merchants and discovered the source of this virulence on the fourth world of the Iota Geminorum system. After the armada formed to annihilate this world, the honor of striking the first blow fell to *I.K.S. BortaS Etlh* with its multiple probe launchers armed with photon torpedoes. Even over 70 years later, the molten surface of that blighted world still warms the hearts of warriors passing through the system and songs are sung in the Great Halls in memory of that glorious crew.

After the extermination of *Polygeminus grex*, the *Iw'Cha'Par* class continues to serve in the KDF as the primary long-duration exploratory craft. Even with larger vessels being constructed through the 24th century, the *Iw'Cha'Par* class has continued to serve well in its mission profile through routine refits to its computer systems, sensor pallets, and subspace communication links to its on-board probe systems.

CAPABILITIES

Outwardly the *Iw'Cha'Par* class closely resembles the *B'rel* bird-of-prey, but has extra decks to house specialized sensors, exploratory equipment, and crew. Near the junction of the lowest deck of the boom to the engineering hull there are two semi-recessed docking points for small shuttles that allow the movement of personnel in situations where transporters are unavailable or the landing of the vessel is not feasible. The additional deck on the command pod contains the primary planetary sensor array and additional targeting sensors for the vessel's probe launchers. Along the ventral side of the secondary hull are an additional four probe launchers that can also be loaded automatically with photon torpedoes from a shared magazine that runs down the centerline of the starship. As each of these launchers is designed to receive and analyze incoming probe telemetry, when used as torpedo launchers the torpedoes can continually receive updated sensor data from the vessel's main array, adjusting trajectory much more quickly than similar systems on battle cruisers. Like the *Blood Moth* before it, the *Blood Hawk* has large sensor domes on the ventral and dorsal sections of its wings. These domes allow for multispectral scanning to occur from multiple sources, building a detailed picture of any target through interferometric techniques. These domes would become smaller with the introduction of isolinear computing in the 24th century, but also allowed for even higher resolution scans at longer distances.

During ground assaults in the Dominion War, the *Iw'Cha'Par* class was prized in fleets for its ability to provide a continuous stream of torpedoes against Breen and Jem'Hadar starships, but also for providing intense suppression fire from orbit during planetary assaults. First used to destroy a hated plague, these vessels have continued to serve honorably against other enemies of the Empire.

TRAITS: Klingon Starship, Bird-of-Prey

SYSTEMS

COMMS 09	ENGINES 07	STRUCTURE 07
COMPUTERS 09	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND –	SECURITY +2	SCIENCE +1
CONN –	ENGINEERING –	MEDICINE –

SCALE: 4

WEAPONS:
- Disruptor Cannons
- Photon Torpedo
- Tractor Beam (Strength 3)

TALENTS:
- High-Resolution Sensors
- Rapid-Fire Torpedo Launcher

D12-CLASS BIRD-OF-PREY

Entered Service: *2315*

OVERVIEW

The routine maintenance and replacement of warp coils had become a concern for the Empire as our borders were quickly being pushed further anti-spinward away from the Federation and into regions with few warp-capable civilizations that had infrastructure the KDF could use for repairs and refurbishments. The use of the basic design of the *B'rel* was an intelligent choice as the adaptable subspace geometry of the vessel due to the warp coils in its pitch variable wings meant that less strain would be on each individual coil. House K'tinga proposed the D12, a larger and more capable version of the *B'rel* class. As much of the equipment and most systems would be standard across the *B'rel* and D12, the High Council and the generals of the KDF agreed to the design without passing it through the regular reviews. This act would later result in discommendation of two KDF generals and four separate claims for the Rite of Vengeance against House K'tinga.

The first D12 was launched from the K'tinga Orbital Factory in 2315 and was assigned to commanders and crews with experience operating as scouts from older *B'rel* class vessels. The majority of the hulls produced went into service with the KDF, though a small amount served in the fleets of House Konjah and Martok. In 2339, a D12 serving House Konjah, *I.K.S. Konjah*'s *Mek'leth*, suffered a plasma coil failure while cloaked during a mission inside the Gorn Hegemony. According to the emergency transmission, the vessel's cloak failed catastrophically, causing damage to the impulse engines. As the vessel was following a Gorn *Varanus*-class battleship, it was spotted and quickly destroyed with the loss of all warriors on board. A second disaster followed with a KDF D12 having to eject its warp core after a plasma coil failure overloaded the entire EPS system.

House K'tinga almost fell due to these faulty plasma coils staining its honor. While fighting against Rites of Vengeance from the relatives of the dead warriors of *Konjah*'s *Mek'leth*, the engineers of that House determined that the plasma coils used for warp and impulse propulsion in the design were at fault and were integral to the class. Rather than attempt to recall and refit each D12 in service, House K'tinga recommended that the D12 be taken out of active service and be replaced with a ground-up redesign of the bird-of-prey, the *K'vort* class. All KDF D12s were retired by 2353, but lesser, more desperate Houses continue to use them in their fleets to this day.

CAPABILITIES

While the failure of the D12 and its removal from service is the reason many in the KDF remember this class, this bird-of-prey did have many impressive features. The D12 had a crew complement of between 80 and 130, depending on the assignment, and due to this larger crew complement, the vessel came with a sizeable *targ* breeding pit and *gagh* farm. The *gagh* farm was actually a part of the waste recycling systems on board and took strain off the mechanical and chemical parts of that system. A full crew could go for years without having to return to a Klingon colony world to restock on *gagh*.

Like the *B'rel* class, the D12 had forward- and aft-mounted photon torpedo launchers and swivel-mounted disruptor cannons at the end of each wing. In addition, there were two disruptor banks over the aft impulse manifold that gave the D12 a greater range of firing patterns that the *B'rel* class. Armor, internal bulkheads, and structural integrity fields were strengthened to deal with the greater mass of the D12, giving it better maneuverability and acceleration compared to vessels of similar mass, but also making the systems deep inside its engineering hull difficult to damage.

By 2369, engineers of House D'Ghor had developed a new plasma coil to replace the faulty equipment, but it only mattered to them as they were the last House to continue to use them instead of the newer *K'vort* class birds-of-prey. Even then, their reputation makes many warriors feel to serve on them is to be dishonored.

TRAITS: Klingon Starship, Bird-of-Prey, Bad Reputation

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 08
COMPUTERS 07	SENSORS 07	WEAPONS 10

DEPARTMENTS

COMMAND –	SECURITY +2	SCIENCE –
CONN +1	ENGINEERING –	MEDICINE –

SCALE: 4

WEAPONS:
- Disruptor Cannons
- Disruptor Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Backup EPS Conduits
- Cloaking Device
- Rugged Design

KLINGON CIVILIAN TRANSPORT

Entered Service: *2352*

OVERVIEW

The primary use of a civilian transport inside the Empire is much the same as it is in the Federation or the Cardassian Union: the transportation of people from one planet to another regardless of distance. A transport operating inside the Empire represents over a dozen separate designs being built by the major and minor Houses, but all of these individual classes are nearly identical in mission profile and operational capabilities after the High Council mandated a new set of policies concerning transports' safety and security systems in 2350. The first of these new transports, House Mogh's *Wov'Hov* class launched in 2352 and quickly became a favorite for merchants operating inside the Empire as it was the same basic dimensions and could use the same docking facilities as the older and widely used *Merchantman* class. While House Mogh is no more, these vessels (along with the production of other Houses) continue to see routine maintenance and crew training in emergency combat actions and in repelling boarders. As many more of these spaceframes continue to be built, this new standard of transport is expected to remain in service until late into the 25th century.

CAPABILITIES

The standards laid out in the High Council policy on non-military transports ensured that most classes have similar performance, equipment, systems, and types of personnel on board. These classes typically have between 80 to 100 officers and crew and the capacity to transport 500 passengers for long trips, and in emergency evacuations up a thousand, though the live food animal breeding facilities on board are unable to accommodate the demand such high numbers of passengers place on them. Passengers are split among six separate airtight sections with sleeping accommodations, small medical ward, *targ*-pit, and Feasting Hall. During times of war, each of these passenger sections can be replaced with 'barracks pods' allowing the transport of a company of ground troops along with shuttlecraft launch and recovery systems to allow the landing of troops from orbit. This modification does require a drydock and at least a month of refitting as the superstructure of the ship requires reinforcement. A larger and better-equipped medical ward is in the forward crew section and is utilized by the crew or by passengers requiring more extensive medical care than can be provided by the facilities in their section.

The aft section of the vessel contains both the fusion reactors for the sublight impulse drive, and the small warp core that allows the vessel to achieve cruising speeds of over warp 6. The two sets of warp coils at the far rear of the vessel are in close proximity, and at speeds of above warp 5 the field can become unstable. When this occurs, warp field stabilizers located at the end of each hull wing at the front of the ship engage, each powered by its own small fusion core, though some minor Houses resort to using nuclear fission systems depending on their fortunes. Finally, two disruptor banks are installed on the upper flying bridge and on the forward section of the ventral centerline. Nominally these are for protection against piracy, though there have been cases where commanders of these vessels have sought glory for their House by attacking unsuspecting warships of other Houses. While these attacks are rarely successful, it does keep warriors on their toes, and woe be to the honor of the House of a warrior who falls prey to a mere civilian transport.

TRAITS: Klingon Starship, Civilian, *Targ*-Pit

SYSTEMS

COMMS 07	ENGINES 09	STRUCTURE 09
COMPUTERS 08	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND –	SECURITY +1	SCIENCE –
CONN +1	ENGINEERING –	MEDICINE +1

SCALE: 4

WEAPONS:

- Disruptor Banks
- Tractor Beam (Strength 3)

TALENTS:

- Redundant Systems (Life Support / Structure)
- Rugged Design

K'VORT-CLASS BIRD-OF-PREY

Entered Service: *2349*

OVERVIEW

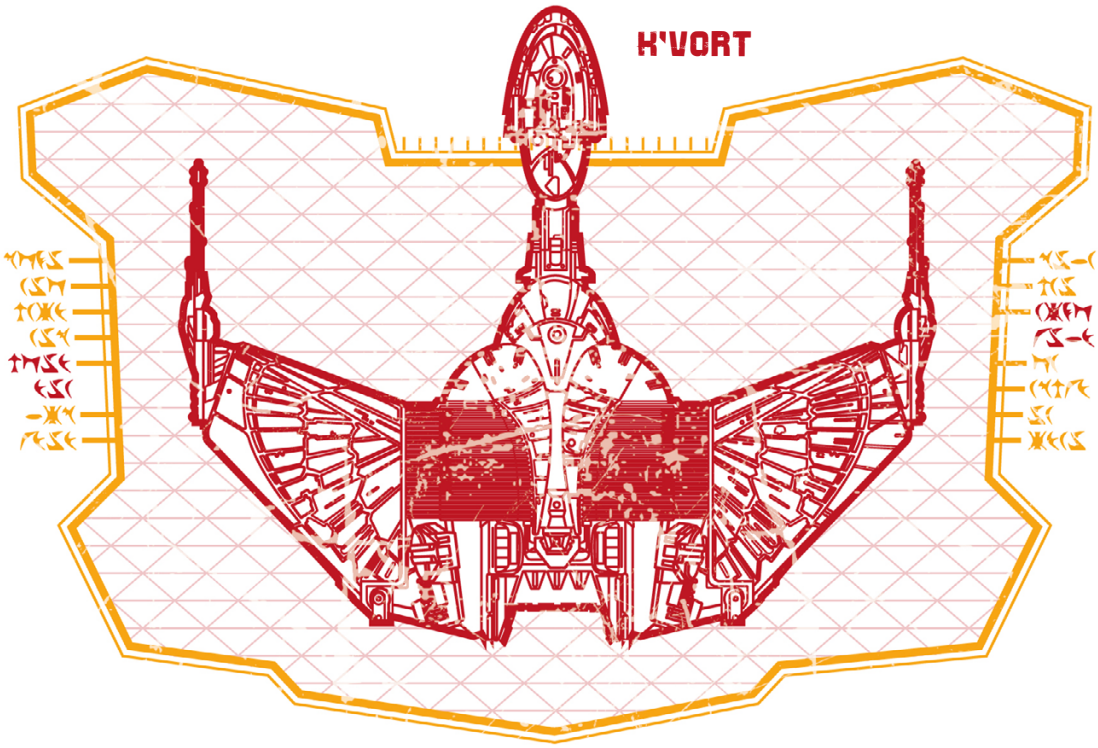
After the incidents with the D12, the starship designers of House K'tinga decided to attempt to regain their honor and clear the reputation of their bird-of-prey design by scaling the vessel upwards in size and capability to produce the largest and most powerful warship in the Empire, the *K'vort* class. Production of the spaceframe suffered setbacks as larger and more complex drydocks were required to be built to support construction. The first of these drydocks was finished in high polar orbit over Qo'noS, followed soon after by an asteroid based facility in the K'tinga system and a similar facility built inside a sizable chunk of the remains of Praxis. The first of the new *K'vort* class vessels launched in 2349 and immediately had a trial by fire in a border conflict with the Gorn Hegemony that had begun the year previously. Any doubts to the quality of the systems installed proved to be unfounded as *I.K.S. K'vort* itself spent two years on constant combat patrol between Torna IV and Cestus III, achieving three confirmed Gorn cruiser and two frigate kills during that time.

After the border conflict ceased with the Hegemony, ceding six uninhabited, but strategically important star systems to the Empire, conversion of smaller docks to be able to handle the construction of the *K'vort* class began in all of the Great Houses. In just 10 standard years, the new birds-of-prey became more numerous than the *K'tinga* in the KDF. Production of this spaceframe has only slowed with the development of the *Vor'cha*-class battle cruiser and *Negh'Var*-class battleship, but this now-iconic design will surely have a place in the fleet for many decades to come.

CAPABILITIES

A much larger design than the D12 or *B'rel* class birds-of-prey, the *K'vort* requires a crew of 200 for assignments where combat is not expected, such as patrolling the Federation border or assisting in exploration of the anti-spinward reaches of the Empire. A crew of 500 plus 100 specially trained warriors used to board enemy vessels is more typical during combat operations where casualties would normally reduce a smaller crew's effectiveness.

One of the most significant systems changes from smaller models is the vessel's Bussard ramscoop and reaction control system. The leading edge of each wing contains



four separate magnetic and subspace field generators that pull in all atomic and low mass molecular material, diverting the deuterium to the fusion reactors and warp core storage tanks for later use. All other material is processed into the replicator system, or if it is compressible such as helium, it is shunted to RCS tanks spread out across the wings. This extra input is needed as the *K'vort* class has nearly double the amount of thrusters as more recent designs of similar mass such as the *Vor'cha* class. During combat maneuvers the vessel's impressive impulse drive and the RCS fine tunes the vessel's angle of attack and can even allow the vessel to swing end over end in less than two seconds. Additionally, the wings can independently pitch, yaw, and roll to compensate for loss of thrusters from combat damage and more easily bring the vessel around onto a course the helmsman requires.

Like other House K'tinga birds-of-prey, the *K'vort* class has wing mounted disruptor cannons that independently swivel and target hostile starships. These vessels also have a disruptor array wrapped around the command pod, a disruptor array along the trailing edge of each wing, and two small arrays protecting the vessel's belly shuttlebay. While these vessels have a forward and aft mounted torpedo launch system, designers also included two hardpoint mounts near the wing tips for rapid fire torpedo launch systems or for probe command and control systems depending on the needs of the KDF.

TRAITS: Klingon Starship, Bird-of-Prey

Systems

COMMS 09	ENGINES 11	STRUCTURE 09
COMPUTERS 08	SENSORS 08	WEAPONS 11

Departments

COMMAND –	SECURITY +1	SCIENCE –
CONN +2	ENGINEERING –	MEDICINE –

SCALE: 5

WEAPONS:
- Disruptor Cannons
- Disruptor Array
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- Cloaking Device
- Improved Impulse Drive
- Improved Reaction Control System

Par'tok Transport

Entered Service: *2356*

OVERVIEW

The second vessel to result from the High Council policies concerning transports' safety and security systems in 2350 was the *Par'tok*-class transport, launched after much delay in 2356. Unlike the personnel transports, the KDF required a standardized design as this class would be the primary starship used for the logistics of the Imperial Fleet. Six years would pass before the first of these new transports was completed after House Duras's design was chosen as it was the most versatile. It was later discovered that House Duras had based its design on an older, modular Cardassian freighter, but as the class hadn't had any major engineering flaws, the members of the High Council did not see fit to challenge the honor of House Duras.

CAPABILITIES

The spaceframe resembles an exaggerated D7 from the 23rd century with a wide command pod at the front that contained the crew habitation area for its six officers and 80 crew. The command pod was located at the fore of an extremely long boom that had five docking points on the dorsal and ventral sections, allowing ten total cargo pods to be transported at any given time. For pods that are accessible to the crew or have live cargo, long ramps can extend into the two decks of the central boom.

The far aft of the vessel contains the propulsion systems, the shuttlebay, and the vessel's weapon systems. The sublight drive uses two impulse manifolds in separate sections on the dorsal and ventral side of the engineering hull, each with three separate fusion reactors. These allow each reactor to operate far below capacity, putting less strain on the power systems. These reactors also allow the vessel to have access to staggering amounts of energy in emergencies and assists the vessel's small but efficient warp core to provide the power needed to keep the warp coils fully charged and generating a stable subspace field.

TRAITS: Klingon Starship, Civilian, *Targ*-Pit

Systems

COMMS 09	ENGINES 10	STRUCTURE 08
COMPUTERS 07	SENSORS 08	WEAPONS 07

Departments

COMMAND –	SECURITY –	SCIENCE –
CONN +1	ENGINEERING +2	MEDICINE –

SCALE: 5

WEAPONS:

- Disruptor Banks
- Tractor Beam (Strength 4)

TALENTS:

- One Cargo Pod Talent (See *Par'Tok* Cargo Pods sidebar)
- Extensive Shuttlebays
- Secondary Reactors

Par'tok Cargo Pods

The modular cargo pods of the *Par'tok* class transport can be replaced or removed at any rudimentary spacedock as long as other pods are available and service vehicles such as shuttlecraft can assist in tractoring new pods into place. Depending on the mission assigned to the *Par'tok* class vessel, the performance and traits of the vessel can drastically change. Some examples are given below:

- **Bulk Cargo Pods:** This is the most common use of the *Par'tok* class. These pods contain almost anything that could be used in the Empire, from terraforming devices and civilian farming equipment, to replacement parts for KDF starships. The interior of these pods are kept in vacuum and minimal gravity to save on power requirements. Ships outfitted with these pods gain the **Rugged** talent as there are few systems to be broken inside these pods.
- **Anti-Matter Transport:** Either magnetic bottles with antimatter to be used in warp cores, or shipping photon torpedoes to the front lines, these pods are filled with some of the most dangerous material utilized on a regular basis in the Empire. Before the Dominion War, these vessels gain the **Improved Hull Integrity** talent, but after 2375 these vessels instead use the **Ablative Armor** talent. These cargo vessels rarely travel without escort.
- **Fleet Tender:** These pods are used to replenish general supplies for KDF warships while either in hostile territory or near combat zones. These pods have multiple docking ports on their exterior for starships to directly dock and move goods across in case of battle damage having taken transporter systems offline. These pods also contain secondary fusion reactors to help power damaged vessels they are docked to. This vessel (and the docked vessel) gains the **Improved Power System** talent.
- **Food Animals:** Klingons rarely enjoy food that isn't alive or very freshly killed, so having access to live food animals is a morale boost. These pods contain multiple types of livestock and the life support systems and medical personnel to keep them alive. Vessels equipped with these pods gain the **Advanced Medical Ward** talent.

TORON-CLASS SHUTTLEPOD

Entered Service: *2357*

SCALE: 1 **RESISTANCE:** 1
POWER: 3 **SHIELDS:** 3

OVERVIEW

Previous to the 2350s, shuttlecraft in use by the KDF had little standardization as each was built by local shipyards and different Houses. While there were all capable of docking at standard ports on KDF starships, replacement parts for damaged vehicles were difficult for starship quartermasters to keep in stock, and many shuttles were scuttled rather than take up space in repair bays waiting for parts to come from a specific House halfway across the Empire. The standardization of transports in the Empire gave rise to the idea of a single type of shuttle for use in the KDF that would also fill the role of light fighter. The *Toron*-class shuttle is the result, assigned to combat space patrol in the Qo'noS system in 2357.

CAPABILITIES

The *Toron* class is similar in many regards to Starfleet shuttles. It can be crewed by a single warrior, but may transport up to eight in emergency circumstances for short periods of time. The vessel has rudimentary sanitation and habitation areas, and includes a short-range single person transporter. A crew of two is assigned to the craft during combat missions, one to pilot and the other to control the weapon systems. The shuttle has a disruptor array capable of firing in almost any direction and has the hard point and EPS connections available to mount a photon torpedo system on its ventral hull. The craft is powered by two small helium-deuterium micro-fusion reactors that power sublight propulsion and shuttle systems. Warp power is provided by a small antimatter power cell that can allow the shuttle to maintain warp 4 for two days. Additional antimatter pods can be mounted in drop tanks below the shuttle to extend its warp flight time.

TRAITS: Klingon Ship, Small Craft

SYSTEMS

COMMS 05	ENGINES 07	STRUCTURE 05
COMPUTERS 05	SENSORS 05	WEAPONS 07

DEPARTMENTS

COMMAND –	SECURITY 1	SCIENCE –
CONN 2	ENGINEERING 1	MEDICINE –

WEAPONS:

- Disruptor Array (Energy, Range Medium, 2, Vicious 1, Area or Spread)
- **Escalation 2** Photon Torpedo (Torpedo, Range Long, 4, High Yield)

TALENTS:

- Improved Reaction Control Systems

VOR'CHA-CLASS ATTACK CRUISER

Entered Service: *2367*

OVERVIEW

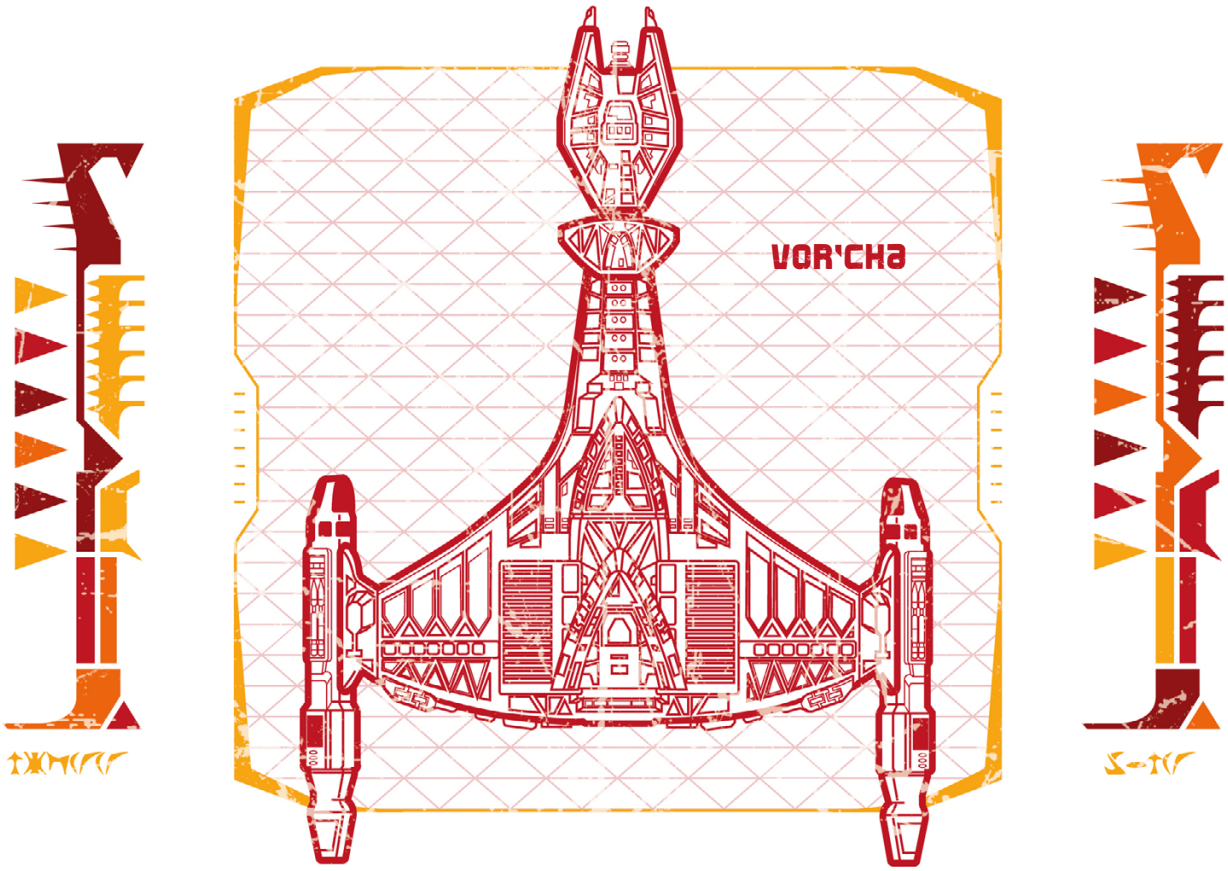
Peace with the Federation and the static border with the Romulan Star Empire during the first half of the 24th century had led the KDF to become complacent with battle cruiser design. This was highlighted in 2357 when Chancellor K'mpec was leading a sizable formation of *K'tinga*-class and *B'rel*-class starships aboard *Qo'noS One* in a show of force against the Gorn Hegemony. *Qo'noS One* was to launch the first salvo of photon torpedoes against a Hegemony asteroid mining complex discovered light years inside the Empire's borders, but the power draw for the new torpedo systems was too much for the aging vessel and the torpedo misfired and lodged inside the unpowered launch mechanism before detonating and killing many warriors. A furious Chancellor K'mpec transferred his flag to the *B'rel* class *I.K.S. Pla'na Tok* and ensured the mining complex was destroyed before ordering the KDF to design a new vessel, impressive enough to be a flagship for the Empire.

Rapid advancements in warp core design, computer technology, and sensor systems from the Empire's friendship with the Federation meant the design of the *Vor'cha* class kept undergoing revisions. Chancellor K'mpec would die from a cowardly assassination via poison only ten standard days after the launch of his new flagship in 2367. The second vessel built, *I.K.S. K'mpec*, was named after the late Chancellor by then-Chancellor Gowron and gifted to House K'mpec to honor their namesake's sacrifice.

While the *Vor'cha* class was originally intended to be only used as flagships or as command vessels in large squadrons or small groups of battle cruisers, this has changed since the brief war with the Federation and the war with the Dominion. *K'tinga*-class vessels are slowly being replaced by the new *Vor'cha* class as quickly as warriors are trained in the new vessel's systems.

CAPABILITIES

Like the *K'tinga* before it, the *Vor'cha* continues the tradition of the KDF having its battle cruisers consist of a command pod at the end of a long boom and an



engineering hull. Unlike the vessels before it, the *Vor'cha* could separate just the command pod where earlier designs would also take the boom with it. The command pod has two fusion reactors to power its sublight drive, the forward mounted disruptor cannons, photon torpedo launchers, and life support. The engineering hull also has a 'flying bridge' in a triangular section that can take over command and control functions from the forward bridge. This section of the vessel can also be used as a lifeboat, detaching itself from the engineering hull and maneuvering away with its own impulse manifolds, and continuing the fight with a series of disruptor banks. Other weapon systems installed include disruptor cannons on the warp nacelles, two torpedo tubes in the command pod, two tubes in the engineering hull, and two tubes straddling the shuttle bay. In order to free up power for the extensive weapon systems, this class utilizes bulkheads that seal areas of the vessel off automatically when going into combat instead of an internal shield system.

As the largest vessel constructed by the KDF at the time, the *Vor'cha* could accommodate a sizable crew of nearly 2,000 warriors. Not all of these warriors are required for the command and control or weapon systems, rather the energy and propulsion systems were the largest and most powerfully built until the introduction of the *Negh'Var* class in 2372. The *Vor'cha* compares closely with the sublight performance of the *K'tinga* class while being over three times as massive. Its warp core can produce nearly 90% of the output of a Starfleet *Galaxy*-class starship and allows a cruising speed of warp 7 and emergency speeds of up to warp 9.6.

The KDF is currently debating the priority for the first refit cycle of the *Vor'cha* class. While some generals feel that additional subspace communication relays and boosted transmission strength is needed for properly utilizing this class against enemies as advanced as the Dominion, others feel that all problems can be solved with the installation of additional disruptor cannons.

TRAITS: Klingon Starship

Systems

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 09	SENSORS 09	WEAPONS 10

Departments

COMMAND +1	SECURITY +2	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

SCALE: 5

WEAPONS:

- Disruptor Cannons
- Disruptor Banks
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:

- Cloaking Device
- Command Ship
- Improved Hull Integrity

Negh'Var-Class Warship

Entered Service: *2372*

OVERVIEW

While the *Vor'cha*-class attack cruiser was a more than suitable command vessel, many generals still chose to lead from the older *K'tinga*-class battle cruisers as that class holds a strong place in our Empire's collective glory. The KDF and High Council determined that a new battleship class would draw the last of the holdouts away from their century-old starships. This new battleship would need to be capable of taking on the most advanced vessels of the Dominion and other enemies. While not a true command ship, the new *Negh'Var*-class warship is intended to lead from the front rather than assist generals in coordinating the battle.

The first vessel launched in 2372, *I.K.S. Negh'Var*, was assigned to act as the flagship of the Imperial Fleet with General Martok in command. It was only later discovered that the general had been replaced with a Changeling spy. Production on further *Negh'Var*-class warships slowed as systems and security were changed in an attempt to limit the damage done by any information gained by the spy and delivered to the Dominion. As of this time, few *Negh'Var* vessels have been completed at the Qo'noS Orbital Factory. Those that have been launched served the Empire's interests in supporting Starfleet against the Dominion, with no losses, and now act as command ships of flotillas exploring nearby space for much-needed resources.

CAPABILITIES

The *Negh'Var* class is a truly impressive warship, almost double the mass and requiring a quarter more crew then the *Vor'cha* class. This high number of crew is required because of the complexity of the systems on board the vessel, most needed for the power and propulsion systems. The mass of the vessel required four separate warp nacelles, the two dorsal nacelles having 24 sets of warp coils, and the two ventral nacelles having only 20 sets, and each set powered by its own large warp core. In addition, two weapons and propulsion sections jut downwards from each wing, each containing a warp field stabilizer, a fusion power plant for an impulse drive, and a subspace field vectored thrust



assembly. The resulting impulse performance is only slightly less than that of the *Vor'cha* class, but equal to that smaller vessel when at warp speeds.

The weapon systems standard on a *Negh'Var* class put many Dominion vessels to shame. The multi-deck pod on the dorsal aft of the vessel contains a sizeable fighter bay and combat space operations center capable of coordinating the maneuvers and support for a squadron of heavy fighters or two squadrons of standard fighters at any given time. The vessel has multiple disruptor cannons linked to the vessel's adaptive multispectral subspace sensors, giving each weapon system accurate targeting information out to beyond the effective range of the weapons. At the front of the wing-mounted weapon and propulsion pods are disruptor arrays that have their own isolated targeting systems, power supply, and crews able to take over manual targeting in case of damage. This isolation is due to concerns of Changeling infiltrators sabotaging the vessel during combat. Even if the main vessel was disabled, these arrays could continue to operate and destroy hostile targets, and the likelihood of infiltrators being on the ship and both isolated pods at the same time is low. Finally, the vessel comes with six separate photon torpedo launchers and extensive magazines to allow for extended combat engagements.

While there are currently few of these vessels in service, further construction docks capable of supporting their manufacture are coming online in the Qu'Vat and Amar systems, allowing accelerated construction rates. The Federation has also begun to assist with these vessels by allowing warriors from the Empire to attend specific courses at Starfleet Academy geared towards fighter craft operations.

TRAITS: Klingon Starship

Systems

COMMS 08	ENGINES 09	STRUCTURE 10
COMPUTERS 10	SENSORS 08	WEAPONS 12

Departments

COMMAND +1	SECURITY +1	SCIENCE –
CONN –	ENGINEERING +1	MEDICINE –

SCALE: 6

WEAPONS:
- Disruptor Cannons
- Disruptor Array (See Special Rules)
- Photon Torpedoes
- Tractor Beam (Strength 5)

Negh'Var Disruptor Array

As these systems are isolated from the rest of the ship to prevent a systems failure or sabotage from disabling every weapons system on board, attacking with these weapons does not have a Power requirement as power is provided by independent fusion reactors. However, the ship may not spend additional Power to boost the effectiveness of an attack with this weapon system.

TALENTS:
- Cloaking Device
- Extensive Shuttlebays
- Fast Targeting Systems
- Secondary Reactors

Mission Profile

A ship's mission profile is integral to what distinguishes one vessel from another in the same class. It determines what systems are equipped, what equipment and personnel are required to complete its mission, and what duties it will perform for the Empire.

The players choose a single mission profile for their starship. This will provide the ship's departments (which are already granted by the class), and a single talent chosen from a short list.

Crisis Response and Interception

These vessels are equipped to respond quickly to a crisis anywhere in the Empire, whatever it may be. These vessels are capable of maintaining high warp velocities for longer periods to intercept intruders, boast extensive shuttlebays for use in moving emergency supplies or for boarding actions, and may also serve as troop transports for planetary invasions.

Departments

COMMAND 02	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 03	MEDICINE 02

TALENTS:

Select one of the following talents:

- Advanced Medical Ward
- Extensive Shuttlebays
- Improved Impulse Drive
- Improved Warp Drive



PRONUNCIATION: *not qoHpu"e' neH ghlju'.*
TRANSLATION: Only fools have no fear.

MULTIROLE BATTLE CRUISER

The *bat'leth* isn't the only blade a warrior may use in combat, and some warriors may choose to also carry a *d'k tahg* and *mek'leth*. There are vessels in the KDF that may perform many duties but specialize in none, showing versatility and requiring crews able to adapt to different situations.

DEPARTMENTS

COMMAND 02	SECURITY 02	SCIENCE 02
CONN 02	ENGINEERING 02	MEDICINE 02

TALENTS:
Select one of the following talents:

- Improved Damage Control
- Improved Hull Integrity
- Redundant Systems
- Secondary Reactors

INTELLIGENCE AND RECONNAISSANCE OPERATIONS

The scout vessels of the KDF are employed to explore, chart, and report back on regions of space the Empire has interest in, including those sectors controlled by hostile governments when intelligence is needed for military operations and invasions. They may also be used during fleet engagements for signals warfare, denying the enemy the use of their sensors or communications.

DEPARTMENTS

COMMAND 02	SECURITY 02	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 01

TALENTS:
Select one of the following talents:

- Electronic Warfare Systems
- Improved Reaction Control System
- Improved Warp Drive
- High-Resolution Sensors

SCIENTIFIC AND SURVEY OPERATIONS

A low priority for KDF starships before the 23rd century, the success of Starfleet in expanding the Federation borders has made the Empire respond in kind. These vessels are outfitted for studying spatial phenomena that may be a danger to the Empire, assisting in research of new worlds and the resources they may provide, and supporting civilian scientists in a multitude of endeavors.

DEPARTMENTS

COMMAND 02	SECURITY 02	SCIENCE 03
CONN 01	ENGINEERING 02	MEDICINE 02

TALENTS:
Select one of the following talents:

- Advanced Medical Ward
- Advanced Research Facilities
- Advanced Sensor Suites
- Modular Laboratories

STRATEGIC AND DIPLOMATIC OPERATIONS

These vessels are used by high-ranking warriors in command of wings or fleets of battle cruisers either in battle or in maintaining the morale of warriors under their command. These vessels often represent the High Council or the Chancellor and are used to subjugate a world or bring it under the protection of the Klingon people.

DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE 01

TALENTS:
Select one of the following talents:

- Command Ship
- Extensive Shuttlebays
- Rugged Design

Warship

The starships in the KDF are first and foremost weapons of warfare, dedicated to the death of the enemies of the Empire, earning honor for its warriors and subjugating the populations of worlds unable to see the benefits of a strong leadership on Qo'noS.

Departments

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING 03	MEDICINE 01

TALENTS:

Select one of the following talents:

- Ablative Armor
- Fast Targeting Systems
- Improved Damage Control
- Quantum Torpedoes
- Rapid-Fire Torpedo Launcher

House Guard

These vessels are often (but not always) older designs meant for use in a House's fleet, serving at the orders of their leader, and assigned to a wide variety of missions including the testing of new technologies developed by the scientists and engineers of that House.

Departments

COMMAND 02	SECURITY 02	SCIENCE 02
CONN 02	ENGINEERING 03	MEDICINE 01

TALENTS:

Select one of the following talents:

- Backup EPS Conduits
- Improved Power Systems
- Redundant Systems
- Rugged Design

Refits

Warships of the KDF are recalled to drydock for upgrades to systems and periodic refits of the spaceframe on a regular basis. Most of these upgrades are minor and are performed by minimally trained warriors; others require specialized technicians that may only be available at orbital fortresses and starbases, requiring many standard months depending on the extent of upgrades.

No matter the type of upgrades, older vessels of the KDF have had many refits over their service. For every full 10 years between the date of the spaceframe's entry into service and the current year of the game, the player's starship will have one refit.

Each refit increases a single system of the ship by 1. No system may be increased by more than 2, or to any score above 12. A ship may have a system with a score above 12 before refits, but players cannot increase a system to any score above 12.

- **Communications** refits include upgraded or larger subspace transceivers and antennae, improved signals analyses, encryption and decryption technologies, and additional stations across the vessel used by specialists in subspace communication.
- **Computer** refits include improvements to electronic processing power through software, smaller circuits, more efficient memory usage, or even improvements to subspace field stability to allow the computer cores to operate at even faster speeds.
- **Engine** refits include improvement to fusion reactor efficiency, replacing warp cores with more powerful versions, improvements to subspace field coils to generate warp fields, and even improvements to the responsivity of inertial dampening fields.
- **Sensor** refits are improvements to the vessel's sensor pallets, the types of sensors, and improving the ways the vessel is able to interpret and analyze sensor data.
- **Structure** refits tend to be modifications to structural integrity through improved SI fields or heavier bulkheads, better life support systems, reinforcement of the spaceframe's main structural members, and improvement of exterior hull plating.
- **Weapon** refits are a mixture of targeting and control system updates, improvement of energy emission systems, improved launch controls for torpedoes, and even improving torpedo warheads.

Starship Weapons

The armaments of the warships of the Empire have changed little since first contact with Humans, with the primary differences being improvements to the destructive power of the weapon or increases in effective range. Starship weapons are detailed in full in *Chapter 7.20: Starship Fundamentals*, starting on page 183. A summary table of starship weapons and their statistics is provided below for ease of reference when building and using your player's warship.

Starship Weapons

ENERGY WEAPONS

(Stress rating = ship's **Scale + Security**)

TYPE	EFFECTS / QUALITIES (PAGE 188-189)	DIFFICULTY	POWER
Disruptor	Vicious 1	2	1*
Phaser	Versatile 2	2	1*
Phased Polaron Beam	Piercing 2	2	1*

* An attacker may spend up to 2 points of additional Power to add 1 to the Stress rating for each Power spent.

DELIVERY METHODS	RANGE	NOTES
Cannons	Close	Increase weapon's Stress rating by 2
Banks	Medium	Increase weapon's Stress rating by 1
Arrays	Medium	When declaring target, choose to apply either the Area or Spread effect

TORPEDOES

- **Range:** Long
- **Making an attack:** Difficulty 3
- **Declaring an attack with torpedoes:** Add 1 to Threat
- **Firing in salvo:** Add 3 to Threat rather than 1; add 1 to Stress rating, grants Spread effect

TYPE	STRESS RATING	EFFECTS/QUALITIES (PAGE 188-189)
Photon	3 + ship's Security	High Yield
Quantum	4 + ship's Security	Vicious 1, Calibration, High Yield
Plasma	3 + ship's Security	Persistent, Calibration



Starship Talents

As with the talents on a character, a starship's talents provide it with a game advantage in specific circumstances. Every starship begins play with a number of talents equal to its Scale, some of which may have been provided by the ship's class or its mission profile.

Some talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected, such as belonging to a specific species, or having a department at a specific rating or above. Some of these requirements are a particular year, where the talent represents a specific technology introduced in that year – naturally, these talents cannot be taken if the current date of the game is prior to that year, as the technology hasn't been invented yet.

Beyond that, most talents have a condition, and a benefit. The condition is the circumstances under which the talent can be used, and the benefit is what is gained from meeting that condition. Some of these conditions are mechanical in nature – using a specific game option, like buying bonus d20s, or succeeding at a specific kind of task – while others may be more narrative. Other talents may otherwise provide a flat bonus to one of the ship's functions, such as Resistance, Shields, or Power.

None of these talents may be selected more than once, unless otherwise noted. If two different talents have benefits which can be combined, their benefits stack.

ABLATIVE ARMOR

The vessel's hull plating has an additional ablative layer, that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.

ADVANCED MEDICAL WARD

The ship's medical ward is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward advantage, which applies to all tasks related to medicine and biology performed within the ward itself. This advantage is lost if the ship's Computers system is disabled.

ADVANCED RESEARCH FACILITIES

Requirements: **Science 3+**

The vessel is equipped with additional laboratories and long-term research facilities, which allow the crew to study phenomena over a protracted period, and thus generate a wealth of useful information. Whenever a character aboard the ship attempts a task to perform research, and they are assisted by the ship's **Computers + Science**, the character

gains one bonus Momentum, which must be used for the Obtain Information Momentum spend.

ADVANCED SENSOR SUITES

The vessel's sensors are amongst the most sophisticated and advanced available in the fleet. Unless the ship's Sensors have suffered one or more breaches, whenever a character performs a task assisted by the ship's Sensors, they may reduce the Difficulty of the task by 1, to a minimum of 0.

ADVANCED SHIELDS

The vessel's shields are state of the art, using developments that other cultures have not yet learned to overcome, or which simply provide greater protection for the same power expenditure. The ship's maximum Shields are increased by 5.

BACKUP EPS CONDUITS

The ship's power conduits have additional redundancies, which can be activated to reroute power more easily in case of an emergency, keeping it from being lost when the ship is damaged. Whenever the ship would lose one or more Power because of suffering damage, roll for each Power lost. Each effect rolled prevents the loss of that point of Power.

COMMAND SHIP

Requirements: **Command 3+**

The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create an advantage, they may always be assisted by the ship's **Communications + Command**, and they may confer the advantage to allied ships or landing parties with whom the ship maintains a communications link. Klingon vessels with this talent often have a separate 'Flag Bridge' from where high-ranking officers command the battle.

ELECTRONIC WARFARE SYSTEMS

The ship's communications systems have been specially designed to intercept and disrupt enemy communications in battle. Whenever a character on the ship succeeds at the Intercept or Signals Jamming tasks, they may spend 2 Momentum to select one additional ship to target.

EXTENSIVE SHUTTLEBAYS

The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft. Klingon starships with this trait often carry fighter craft rather than shuttles. For more on small craft operations, see page 192.

FAST TARGETING SYSTEMS

Requirements: **Security 3+**

The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.

HIGH-RESOLUTION SENSORS

The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task that is assisted by the ship's Sensors gains one bonus Momentum.

IMPROVED DAMAGE CONTROL

The ship has more efficient damage reporting systems, and better-trained teams of technicians, allowing the crew to respond more quickly to damage during a crisis. When a character takes the Damage Control task aboard this ship, they may re-roll a single d20. If the repairs require an extended task, then the characters also gain Progression 1, adding 1 to Work done for each effect rolled.

IMPROVED HULL INTEGRITY

The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.

IMPROVED IMPULSE DRIVE

The ship's impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. When the flight controller succeeds at the Impulse, Attack Pattern, Evasive Action, or Ramming Speed tasks, they may spend 2 Momentum to increase the Difficulty of attacks against the ship by 1 until the start of the flight controller's next turn, due to the ship's rapid acceleration.

IMPROVED POWER SYSTEMS

The ship's power systems are extremely efficient, allowing power to be redirected and rerouted from different systems very quickly. Whenever a character succeeds at a Power Management task, the ship gains 2 Power per Momentum spent (Repeatable) instead of 1.

IMPROVED REACTION CONTROL SYSTEM

Requirements: **Conn 3+**

The ship's maneuvering thrusters operate with greater precision, allowing the ship to adjust its course more carefully. Whenever a task to move or maneuver the ship would increase in Difficulty because of obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the task's normal Difficulty).

IMPROVED SHIELD RECHARGE

Requirements: **Security 3+**

The ship's deflector shields have redundant capacitors and emitter arrays that allow the shields to be recharged and replenished much more efficiently. Whenever the Regenerate Shields task is successful, the ship regains 3 points of Shields, plus 3 more for each Momentum spent (Repeatable), instead of the normal amount.

IMPROVED WARP DRIVE

The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when travelling at warp. Whenever the ship spends power to go to warp, roll 1 for each Power spent; for each effect rolled, that point of Power is not spent.

MODULAR LABORATORIES

Requirements: Science 2+

The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an advantage which applies to work performed within the laboratories.

QUANTUM TORPEDOES

Requirements: 2375 or later

The vessel has been equipped with the latest in ship-to-ship munitions: quantum torpedoes. The ship has quantum torpedoes in addition to any other form of torpedo it carries.

RAPID-FIRE TORPEDO LAUNCHER

The vessel's torpedo launchers have been redesigned to allow the ship to fire multiple torpedoes much more quickly and accurately. Whenever the crew add 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of on the damage roll.

REDUNDANT SYSTEMS

The ship has multiple additional redundancies that allow it to withstand severe damage more easily. Nominate a single system. When that system becomes Damaged or Disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.

RUGGED DESIGN

The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

STARSHIP SEPARATION

Requirements: Any non-bird-of-prey class or gamemaster's discretion only

The ship is designed so that the spaceframe can be separated, usually the command section from the engineering section, to operate as two distinct ships. Each section has the same systems, departments, talents, and weapons, but their Scale is one lower than the whole ship (recalculate anything derived from Scale), and each section only has half the Power (round down) that the ship had before separation. Further, if the ship has suffered any damage, ongoing effects of that damage apply equally to both sections. Sections separated from the engineering hull of a starship have no warp capability.

Separating is a **Control + Conn** task with a Difficulty of 3, assisted by the ship's **Structure + Engineering**, performed from the internal systems position or main engineering. Reconnecting requires the same task with Difficulty of 1, but from crew in both parts of the ship; if either task fails, the reconnection fails. Separating and reconnection cannot be done if the structure of either ship has been Damaged or Disabled.

SECONDARY REACTORS

The ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5.

STARSHIP TRAITS

A starship is more than just the technologies that went into creating it, or the crew that inhabit and operate it. Starships are symbols, sending a message to all who cross paths with them. Starships are a product of their time, shaped by the circumstances of their creation. Starships represent the nature of their cultures, both in terms of technology but also in the purpose of the ship.

Starships have at least one trait, representing the culture that created it and the technology base that it was created from. This is the ship's origin, and it serves much the same purpose as a character's species – identifying where the ship came from, and encapsulating all those little quirks and variances peculiar to that origin. In the case of the Klingon Defense Force, this trait will always be Klingon Starship.

Starships may have other traits beyond this, representing some other aspect of the ship's nature. The gamemaster should allow the players to select no more than two additional traits, and they should ensure that all traits are fundamentally neutral – neither wholly positive nor entirely negative. A few example traits (which may be renamed as needed), and what they may represent, are listed below.

- **Prototype:** The ship is the first of its class. It's brand new, highly sophisticated, and not yet fully tested. Foes may underestimate the ship's capabilities, but technical problems with the ship may produce unexpected complications as experimental systems interact strangely.

- **Bird-of-Prey:** The ship conforms to the style of vessels known as the bird-of-prey, having adjustable wings that contain the vessel's warp coils. These vessels can maneuver in atmospheres much better than other

starships as the wings can provide lift instead of relying on antigravity or raw impulse power. They also can be more fragile as the wings are thin compared to the rest of the hull, and access to repairing systems contained in the wings can be difficult.

- **Renowned:** The ship and her crew have a proud reputation, but such a reputation also draws the ire of enemies who can gain glory in the defeat of such a prestigious vessel.

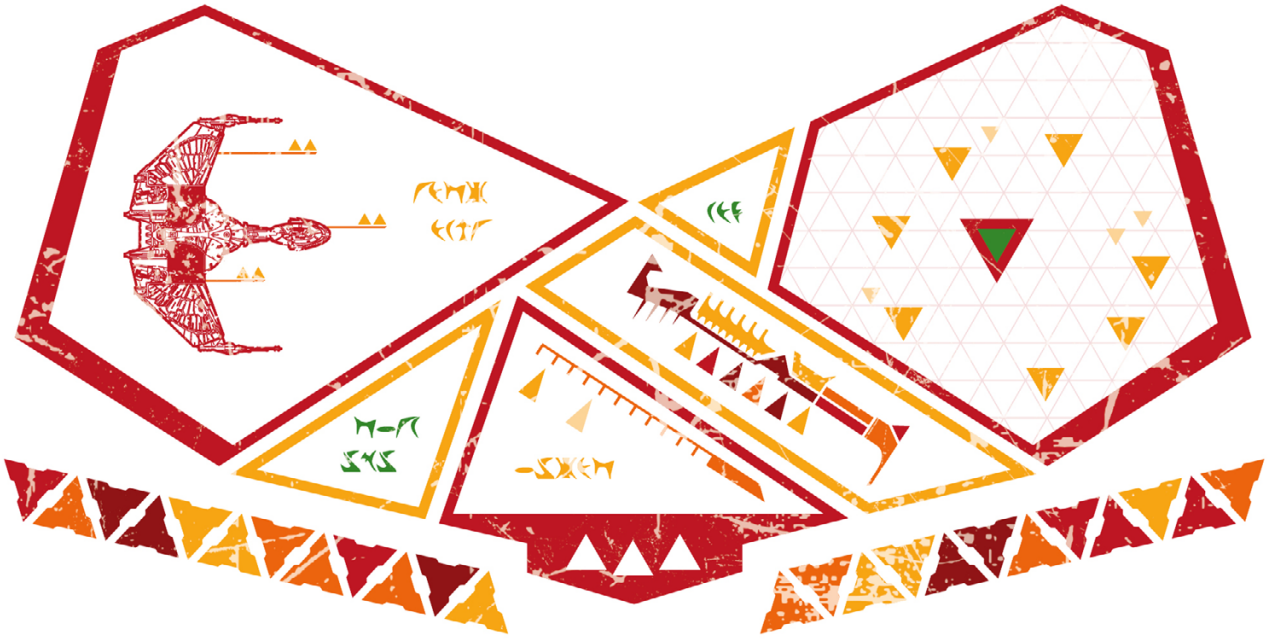
- **Long-Serving:** The ship has been a part of the fleet for decades, and has served with distinction. Even with refits, the older technology isn't quite as capable as the latest designs, but her crew know her systems and her quirks well, and can get the most out of her when it counts.

Naming the Vessel

Once all the rules details are in place, the ship is ready to go, but for one major detail: every starship needs a name. The Klingon Empire has no universal convention for the naming of ships, often naming them after locations, brave warriors, ancient ships, mythical figures, or even important objects from history, great beasts, or boasts relating to a House's conquests. In many cases, these vague naming conventions overlap – a ship may be named after an ancient ship that was itself named after a location, for example – but this shouldn't cause any issues. The name should ideally be a single word or, more rarely, two.

A Klingon starship's name is prefixed with I.K.S., standing for Imperial Klingon Ship, if it is not part of a House fleet and serves the Empire as a whole. House vessels may continue to use the I.K.S. prefix, though they may also not have any prefix at all or one made by the leader of that House.

If the players are unable to think of a name, perhaps consider using a Klingon vessel that has appeared briefly on screen, or which was mentioned by name but never seen, and using that name. This can add to the feeling of playing in the *Star Trek* universe by playing with a ship that has even a small part in the franchise, without necessarily needing to be aboard a famous Klingon vessel. Alternatively, there are a number of Klingon language resources online that could be searched for a worthy vessel name.



PRONUNCIATION: *wej Heghchugh vay', SuvtaH Suvwl'*
TRANSLATION: A warrior fights to the death.





CHAPTER 07.50

TO COMMAND THE STARS

KLINGON STARBASES

"ONLY A FOOL FIGHTS IN A BURNING HOUSE."

– KANG, DAHAR MASTER

EXPANDING THE EMPIRE

Since the time of Kahless, the Klingon Empire has been expanding. First on Qo'noS alone, then across its stellar system, and finally across this spur of the galactic arm. Regardless of where or when, two constants have been the need for warriors and places where they may sharpen their blades. Since the development of space travel after the Hur'q, these places have been called many things, but today they are known as starbases.

With the KDF constructing facilities for the Empire as a whole, and the Great Houses contributing each in their own way, there are many different kinds of starbases across the Empire. Following is a brief summary of those types.

WARSHIP CONSTRUCTION AND MAINTENANCE

The warships of the Klingon Empire do not spring forth from the vacuum by themselves. It takes the effort of workers, engineers, and even warriors to construct a new spaceframe. After battle these same warships must come back and be repaired to slaughter the enemies of the Empire once again. Where these weapons spring from are the drydocks and starbase construction facilities orbiting many of the inhabited worlds of the Empire. These starbases can require crew of merely dozens for smaller facilities capable of handling only the smallest of birds-of-prey, to needing tens of thousands of trained engineers and workers like House K'tinga's sprawling construction yards circling its home world.

LEADING BY THE STOMACHS

PERSONAL LOG, COMMANDER FOLASH, 2365

"It's not often you get a taste of home when out on a long patrol; that's why stopping in at an outpost with a skilled *gagh* breeder is important to keep morale up." ▲

PERSONAL LOG

SUBJUGATION AND FORTRESSES

These facilities are in close proximity to strategically important worlds or systems, or around particularly rebellious worlds on the edges of the Empire that require a firm reminder to continue to integrate into Klingon culture. While these starbases often include facilities for warship maintenance, their primary systems are weapons. Heavily shielded and armored, these fortresses can withstand the assault of an entire fleet of hostile battle cruisers and have enough disruptor emplacements and photon torpedo tubes to dissuade any but the bravest from straying too near. One such station orbits Iota Geminorum IV to both dissuade any visitor from attempting to find any surviving DNA of the hated creature that used to call that planet home, but also to occasionally bombard the surface with photon torpedoes to ensure the planet continues to burn.

LEISURE AND FOREIGN RELATIONS

These facilities are constructed along the ever-expanding border of the Empire as the comforts many warriors demand are often light-years away. These starbases contain large agricultural areas meant to raise food animals as well as provide the base ingredients for the fermentation of bloodwine. Warriors can find challenge halls, dueling grounds, weapon forges, and other businesses meant to provide entertainments of a more carnal nature on these starbases. As these facilities are on the edges of the Empire, they also double as places for the Empire to share our ancient beliefs and customs with those curious about how the Klingon people live.

TRADE AND MATERIAL SUPPORT

Every system in the Empire contains facilities constructed to serve as centers for the collection and transportation of goods. Each inhabited world will have a ground base spaceport used for shuttlecraft to move goods too delicate for a cargo transporter to move into orbit, often with sprawling bunkers and industrial manufacturing facilities surrounding it. A similar facility constructed in orbit contains the primary cargo transporters and ship docking facilities, but orbiting close by are other cargo storage bunkers that vessels can individually dock to or transport goods from. These facilities see high traffic from non-Imperial sources, and thus there is always a need for KDF battle cruisers to be on station to maintain proper order.

Penal

While it is the policy of the KDF to take no prisoners, there are times where petty criminals, not worthy of warriors to challenge to fight to the death, should be punished and perhaps rehabilitated. The worst of these criminals are shipped to Rura Penthe, but there are several starbases dedicated solely to working these criminals to pay their debt to the Empire. These facilities are constructed around small moons or asteroids that contain valuable materials where they are mined, smelted, and refined before being shipped elsewhere in the Empire.

Blood and Bloodwine

NOTE FROM CHIEF PETTY OFFICER BINTU TAAL, MEMBER OF THE OFFICER EXCHANGE PROGRAM, 2365

"I've spent four years in medical training, two years learning first aid techniques for half the species in the Federation and a few outside of it, and served on *U.S.S. Ochoa* as lead triage nurse during the tail-end of the first war with the Cardassians. None of that prepared me for the kinds of wounds, injuries, and mutilations I saw in a single night of bloodwine-fueled brawling on that Klingon starbase..." ▲

PERSONAL LOG

Starbase Assignment

Warriors may feel that being assigned to a starbase isn't the finest way to gain a name for themselves, but they would be wrong. There is always honor to be had building weapons of war, and warriors assigned to a battle station will inevitably see their share of slaughter. Even those that are assigned to protect merchants and guard prisoners will be able to put their knowledge of force to use dispatching enemies of the Empire. Warriors will always find themselves being used in the best way their skills allow on worlds and starships nearby, and the skills gained during a starbase assignment are always welcome on the newest battle cruisers leaving drydock.

One benefit many warriors overlook on assignment to a starbase is the relative ease at gaining fresh food. Even smaller facilities that require only dozens of warriors are near planetary bodies that can continually provide animals to slaughter, and larger stations have thousands of animals at any given time waiting for a warrior to hunt them down to savor the taste of their blood.

Starbase Crew

Like any battle cruiser, a starbase has typical positions regardless of its function. The command staff of any starbase is a warrior (or engineer in the case of drydocks and starship construction facilities) of a rank befitting their station, ranging from commander for smaller outposts to general for the largest battlestations. These commanding officers are surrounded by warriors one would encounter on the bridge of a bird-of-prey such as a weapons officer, chief engineer, internal security, sensor operator, and communications specialist. In addition, most starbases have a special officer trained in flight operations for the swarms of shuttlecraft or fighters that continually enter and exit their docking areas. Some facilities around worlds not inhabited by Klingons or near border regions may also have a doctor and staff trained in healing species that wish their wounds tended to. On larger starbases, each of these officers may lead departments of hundreds. Larger stations will have a lesser warrior or civilian administrator assigned to assist the commanding officer when dealings with outsiders to the Empire require a less aggressive tone.

Klingon Border Starbase

The Empire maintains well-armed and armored space stations along the borders of the Empire or in orbit of key planets. These bases serve as sector command hubs or as staging areas for battle groups or transport convoys. The statistics below represent a standard 24th century KDF starbase.

TRAITS: Klingon Starbase

Systems

COMMS 07	ENGINES 09	STRUCTURE 10
COMPUTERS 08	SENSORS 09	WEAPONS 11

Departments

COMMAND 02	SECURITY 04	SCIENCE 01
CONN 01	ENGINEERING 03	MEDICINE 01

POWER: 9 **SCALE:** 8
SHIELDS: 18 **RESISTANCE:** 8
CREW SUPPORT: 8
DOCKING CAPACITY: Up to 4 vessels, each of Scale 4 or less

ATTACKS:

- Disruptor Arrays (Energy, Range Medium, 12, Vicious 1, Area or Spread)
- Photon Torpedoes (Torpedo, Range Long,7, High Yield)

TALENTS:

- **Enhanced Defense Grid:** The starbase's Shields are increased by an amount equal to half the station's Scale (included in statistics above).
- **Fast Targeting Systems:** (see page 229)
- **Rugged Design:** (see page 230)
- **Sturdy Construction:** When the starbase suffers damage, after Resistance, from an attack or hazard, it suffers a Breach if 8 or more Stress is inflicted, rather than 5 or more as is normally the case.

CHAPTER 07.60

TO COMMAND THE STARS

KLINGON COLONIES

"I DIDN'T KNOW IT WAS A KLINGON PLANET!"
"TRIBBLES DON'T LIKE KLINGONS. THAT SHOULD HAVE GIVEN YOU SOME CLUE."
– CYRANO JONES AND CAPTAIN KIRK

LIVING ON THE EDGE OF EXPANSION

The Klingon Empire has been expanding rapidly since our first foray to the stars. New **settled** (and conquered) worlds require far more attention by the warriors of the Klingon Defense Force than the older and more established worlds near Qo'noS. Worlds that the Empire, or its Great Houses, have settled are more accepting of edicts from Qo'noS. These newly settled worlds typically report to the bureaucracy of their Great House, or directly to the Imperial Department of Internal Development on Qo'noS. When reports become few or cease, it is possible that such worlds have been invaded by a hostile force and overwhelmed the local militia or they have become uncooperative and rebellious, requiring invasion, subjugation, and in extreme cases, annihilation. The survival of these colonies is not a top priority for the Empire as failure tends to remove the weak from our species.

Larger **colonies**, or colonies that have access to rare materials or resources, require a stronger KDF presence. Many home worlds of subject species of the Empire fall into this category as well. These worlds have, at minimum, the presence of a single battle cruiser, and often more during times of crisis. Large rebellious worlds inhabited by other intelligent life-forms require a not insignificant amount of resources when combined across the Empire, and these worlds will often have a small starbase or fortress constructed in a polar orbit to allow the KDF to suppress any uprising, even with minimal battle cruiser support. Outside of times of open warfare, a warrior serving the KDF will likely see assignments taking them to these worlds, defending them against intrusions from the Romulans or Gorn, or putting down rebellious *petaQ*.

There are more specialized types of colony such as **exo-colonies**, where a Klingon may serve to prove their real mettle. These are worlds such as the dreaded Rura Penthe or the sun-skimming asteroids housing the anti-matter production factories circling the blue-white giant at Adhara. Here warriors may find themselves keeping criminal scum in line to produce material for the Empire, but warriors may also gain specialized skills that would serve them well in combat on worlds that aren't easily inhabitable.

The Federation coddles prisoners in its **penal colonies**, but the Empire will inevitably put criminals and disgraced warriors to work mining needed materials wherever that may be. The environments may not be as harsh as those found on exo-colonies, but thin-skinned petaQ will certainly develop a hide if they wish to survive. Large and successful penal colonies may become the center of a small settlement of support workers and gradually become a more accepted part of the Empire.

Specialized colonies such as those dedicated to pure **research** or for the merchant **trade** are rare in the Empire. While the Klingon people do not ignore these aspects of galactic life, they are in fact vital to the growth of the Empire. It is seen as a waste of resources to dedicate whole worlds or large bodies to colonies focused solely on these specializations. The High Council prefers large research facilities to be near a heavy KDF presence to ensure the safety of scientists and the proper distribution to all Houses of any discoveries made. Similarly, a trading post away from large population centers means that goods must be shipped back and forth continually. It is much preferred that trading areas be on established colony worlds where internal security can ensure that laws are not broken by underhanded merchants, and speeding up the movement of goods to where they are needed most.

RUMINATIONS ON COLONIZATION

COLONEL RU'FOLUS, KLINGON AMBASSADOR TO THE FEDERATION 2299–2306

Expansion is one commonality between the Federation and the Empire. Both our cultures wish to settle new worlds, to bring new sources of material into our sphere of influence, and to give new oppurtunities to our citizens. Unlike the Federation, the Empire doesn't mind expanding at the point of a *bat'leth*. ▲

PERSONAL LOG

KLINGON PLANETARY ADVENTURES

Most ***Star Trek Adventures*** Klingon stories are set aboard a battle cruiser with warriors skilled in hand-to-hand combat venturing onto a planetary surface to conquer new worlds and bring glory to their House. Colony-based missions are very similar, but with the themes reversed. The colony is the 'ship', and adventures can come to them, or the warriors can set out into the unexplored wilderness of their world, or other worlds, returning to their colony at the end of the mission.

With the planet or colony being the effective ship of the story, the planet should be defined just as much as a gamemaster would with a battle cruiser. What is the planet like? What is its name? How many moons does it have, and how long is its day? Are there any prominent features in the night sky like nebulae or orbiting structures? What is the environment like? Is it easily inhabitable or something more hazardous? Is the native life able to be dealt with, or is it antagonistic to the intelligent species of the Empire?

Review the planets presented in *Chapter 2.70: Worlds* and Locations and the content in *Chapter 7.70: The Final Frontier* for inspiration in creating unique and exciting locations for your crew. Consider why the colony exists and what types of activities the colonists may undertake there.

CHAPTER 07.70

TO COMMAND THE STARS

THE FINAL FRONTIER

"KLINGON WARS SELDOM REMAIN CONFINED TO THE EMPIRE."

– AMBASSADOR K'EHLEYR

STRANGE NEW WORLDS

One or more planets surround most stars, and every one of these worlds is utterly unique. All warriors should keep in mind that each new world they encounter has the potential to be deadly and, at the same time, home to secrets found nowhere else. However, it is also important to remember that the vast majority of these millions of planets fall into one of a relatively small number of types. While our Imperial Department of Stellar Records has refused to adopt the Federation's planet and star classification systems (see sidebar on page 63), we Imperial scientists believe we need something more granular than the three planetary levels currently in use by our bureaucracy. To that end, we use the Federation's classification system throughout the following report, which describes the eight most common classes of planets. Other types of planets exist, but are sufficiently rare or idiosyncratic to defy any type of standard classification.

CLASS-D

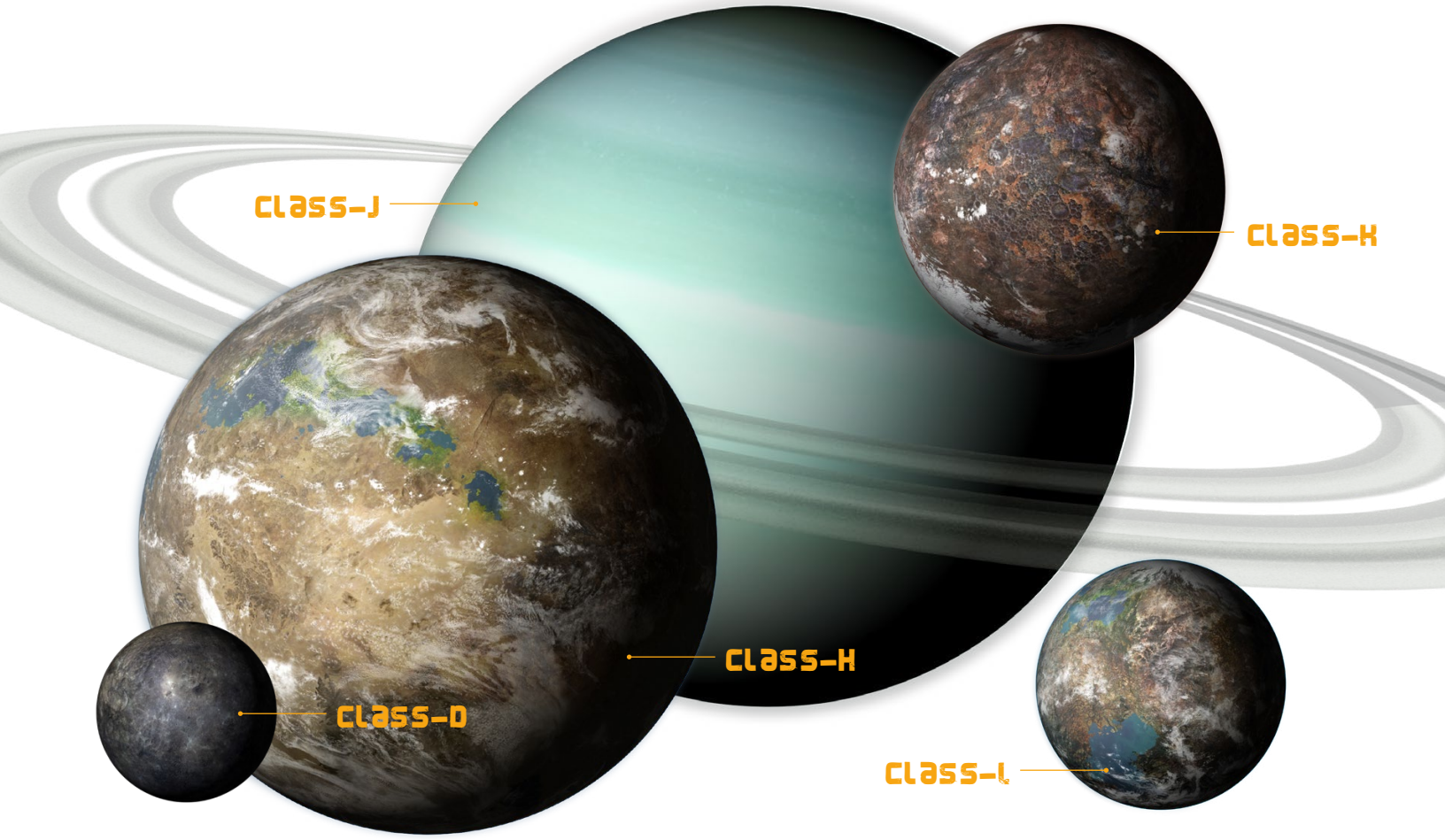
Class-D worlds are the most common planetary bodies, and exist in almost every stellar system. They are all relatively small, airless moons and asteroids that are essentially barren balls of rock. Almost all of these worlds are lifeless, although a few are home to vacuum-dwelling life or life-forms that live in subsurface cavern complexes. While typically useless for any purpose except mining, some of the larger Class-D worlds, like the Andorian world of Weytahn, can be terraformed.

Average Gravity: Negligible to 1G, most are between 0.05 and 0.5 G
Dangers: Deadly atmosphere (vacuum), hazardous, hostile, or deadly temperatures, hazardous or hostile radiation

CLASS-H

These are hot, dry terrestrial planets, which have little surface water or ice and are, at best, marginally habitable by humanoids. Although some Class-H worlds have oxygen-argon atmospheres, many have atmospheres that are mildly poisonous, making long-term survival impossible. Humanoid colonies have been established on Class-H worlds, but they rarely thrive.

Average Gravity: 0.5 to 1.5 Gs
Dangers: Hazardous or hostile temperatures, possibly hazardous atmospheres



Class-J

Class-J worlds are the most common gas giant planets found. These are large worlds that are typically between 3 and 15 times Qo'noS's diameter that have enormous and dense atmospheres primarily composed of either methane (on smaller Class-J planets) or hydrogen (on larger Class-J planets) and their surface is almost impossible to reach due to the size and density of their atmospheres. No Class-J planet is habitable by humanoids and they are impossible to terraform. However, some have their own entirely airborne alien ecosystems and may even be home to exceptionally alien and intelligent creatures. Class-J planets can be found anywhere in a star system, from intensely hot worlds close to their primary to distant frozen worlds. Some Class-M planets orbit Class-J worlds as moons.

Average Gravity: 0.8 to 3 Gs
Dangers: Deadly atmosphere, hazardous, hostile, or deadly temperatures, possibly hazardous, hostile, or deadly radiation

Class-K

These frigid worlds include a relatively broad range of planets, from cold, dry worlds, which typically possesses relatively thin carbon dioxide atmospheres, to somewhat larger planets. These frigid worlds have denser atmospheres of methane and nitrogen. These worlds are not gas giants, because they all possess a solid surface, but none are habitable without extensive terraforming. The coldest are simply too hostile to terraform.

Average Gravity: 0.25 to 2 Gs
Dangers: Deadly atmosphere, hostile or deadly temperatures, possibly hazardous or hostile radiation

Class-L

Class-L worlds are marginally habitable planets which contain limited vegetation, but no animal life on land. Most are primitive worlds where life recently evolved and animals have not yet developed the ability to live on land. However, some are simply marginally habitable worlds where land animals cannot survive. Most have atmospheres composed of argon and oxygen, and many have sufficient atmospheric carbon dioxide to cause most humanoids at least mild distress. On some Class-L worlds, carbon dioxide levels are sufficiently high enough to slowly poison humanoids.

Average Gravity: 0.5 to 1.5 Gs
Dangers: Possibly hazardous atmosphere, possibly hazardous or hostile temperatures, possibly hazardous radiation

Class-M

Class-M planets are easily habitable by all humanoids, including Klingons, Humans, Vulcans, Andorians, and many others. These worlds possess oxygen atmospheres and a range of temperatures and pressures that allow liquid water to exist over most of their surface. However, this does not mean that the entire surfaces of these planets are pleasant or even survivable. Much of Vulcan is a desert and some Class-M worlds are in the midst of



frigid ice ages, where ice sheets a kilometer thick cover more than half their land area. However, all offer locations where humanoid lifeforms can thrive with only minimal technology. As a result, the Empire is always looking for uninhabited Class-M planets to claim. Every uninhabited Class-M planet you discover may eventually become home to an Imperial colony or mining site.

Nevertheless, do not forget that even Class-M planets can be lethal. In addition to regions that are burning hot or freezing cold, all Class-M planets are home to robust ecosystems of animals and plants with biochemistries that are all somewhat similar. As a result, virulent diseases, poisonous, or possibly carnivorous plants, and deadly predators can be found on many Class-M planets. While Starfleet has placed many of these worlds off limits for their colonization efforts because one or more lifeforms were simply too deadly, our warriors flock to these planets to hunt those deadly lifeforms for the thrill and for the glory.

Average Gravity: 0.5 to 1.5 Gs
Dangers: Localized hazardous or hostile temperatures, possibly localized hazardous or hostile radiation

Class-T

These planets are a variety of large gas giant, typically much more massive than Class-J worlds. Class-T planets are the largest and most massive objects classified as planets, and there remains lively debate surrounding the point where a body is too large to be considered a Class-T planet and is instead classified as a brown dwarf star. Some Class-T worlds are as much as a dozen times the size of the largest Class-J world. Gas giants only remain this large when they have not yet finished forming. The largest Class-T worlds are a hallmark of a very young stellar system. All Class-T planets possess exceedingly high gravity and pressure. Even a brief artificial gravity failure can incapacitate the crew of a warship in the upper atmosphere of a Class-T planet, and venturing deeper than the upper atmosphere of such a world can exceed the structural integrity of almost any warship. Also, they are only found in exceedingly young star systems, which abound with asteroids, dark matter, strong stellar flares, and many other dangers rarely found in older star systems.

Average Gravity: 2 to 10 Gs
Dangers: Deadly atmosphere, hazardous, hostile, or deadly temperatures, possibly hazardous, hostile, or deadly radiation

Class-Y

Sometimes called "demon planets," Class-Y worlds are noted for dense, toxic, highly corrosive atmospheres, surface temperatures that exceed 200 C, and periodic thermionic radiation discharges. These radiation discharges mean that even entering a low orbit around a Class-Y world can be hazardous. In addition, both the radiation and dense clouds that surround all Class-Y worlds limit the utility of sensor

scans from orbit. Because of the multitude of dangers Class-Y worlds present, the High Council considers them to be the terrestrial planets least hospitable to humanoid life. They are almost instantly fatal to unprotected humanoids, and space suits, probes, and even warships must all be protected by specially-modified shields in order to survive the thermionic radiation.

Average Gravity: 0.5 to 1.5 Gs
Possible Threats: Deadly atmosphere, deadly temperatures, deadly radiation

Anomalous Worlds

While most worlds fall into one of the above standard types, a few do not, and these planets are, by definition, worthy of further investigation. There are many reasons why a world might fall outside the expected range of planetary classification. The Empire's knowledge of planetary formation is large but incomplete. Some naturally-occurring worlds may provide opportunities to expand this knowledge. Theoretically possible examples include a pair of planets closely orbiting around one another that share the same atmosphere or exceedingly ovoid or ellipsoidal worlds that have been reshaped by their star's tidal forces or by their own sufficiently rapid rotation.

Often the strangest and most intriguing worlds are those that have been reshaped or even created whole cloth by a technologically-advanced sentient species. There are literally no rules for what governs such planets. One may be millions of years old, another might only be several centuries old, and a warship could even encounter a world being constructed. Worlds such as these can only exist because a sentient species designed and built it for a specific purpose. The

Environmental Damage Types

Regardless of their source, all environmental hazards are divided into three types, depending on their severity – hazardous (the least dangerous category), hostile, and deadly (the most dangerous).

- **Hazardous Environment:** Any hazardous environmental danger inflicts Stress at a rate of between X/hour and X/day, depending upon the severity of the hazard. Appropriate survival gear permits humanoids to endure this environment indefinitely.
- **Hostile Environment:** Any hostile environmental danger inflicts Stress at a rate of between X/minute and X/5 minutes, depending upon the severity of the hazard. Only environment suits permit humanoids to endure hostile environments for more than a few minutes.
- **Deadly Environment:** Any deadly environmental danger inflicts Stress at a rate of X/round. Humanoids must wear space suits to survive in deadly environments. However, while space suits can protect against deadly atmospheres for as long as their life support lasts, extended exposure to deadly temperatures or radiation can cause space suits to malfunction.

The above consequences are cumulative, so a world with a hostile atmosphere and hazardous temperatures would require characters to suffer Stress caused by both threats.

- **Hazardous atmospheres** contain a modest amount of oxygen, but either that amount is insufficient for the long-term survival of humanoids or the atmosphere contains slow toxins, like traces of chlorine or too much carbon dioxide. Respirator masks or specialized medications can reduce or eliminate these harmful effects.
- **Hostile atmospheres** either contain little oxygen or larger amounts of moderately rapid toxins like high concentrations of carbon dioxide.
- **Deadly atmospheres** are poisonous or otherwise rapidly fatal, like chlorine atmospheres, extreme atmospheric pressure, or the vacuum of space.
- **Hazardous temperatures** for humanoids are above 50 C or below 0 C, and include extreme environments on Class-M planets, like glaciers and hot sandy deserts. Proper survival gear can completely eliminate this damage.
- **Hostile temperatures** are above 80 C or below -50 C.
- **Deadly temperatures** are above 200 C or below -200 C, and include planets covered in lakes of liquid nitrogen or where lead is molten.
- **Hazardous radiation** includes residual radiation from a nuclear war several decades before, normal stellar and cosmic radiation on an airless world, radiation from natural radioactive materials, and radiation from massive stellar storms on a Class-M planet. Anti-radiation suits or an adequate supply of the correct anti-radiation drugs can reduce or eliminate this damage.
- **Hostile radiation** includes radioactive fallout from recent nuclear explosions, residual radiation from a nuclear war several years before, radiation from stellar storms on an unshielded spacecraft or an airless world, and radiation from unshielded fission reactors or other dangerous radiation leaks.
- **Deadly radiation** includes radiation from nuclear weapons, radiation from massive stellar storms on an unshielded spacecraft or airless planet, or exceptionally bad radiation leaks.

Dyson Sphere discovered by the *U.S.S. Enterprise*-D in 2369 can be considered the most extreme known example of an artificial planet, and other possible options include ring- and donut-shaped worlds of various sizes.

There are also worlds that were once naturally-created planets that have been drastically altered. More technologically advanced species can perform far more extensive types of terraforming, including so-far theoretical possibilities like building a vast shell around a Class-J or -T planet and then terraforming the outer surface of this shell to create a Class-M planet many tens or potentially even many hundreds of thousands of kilometers in diameter. Remember that if you ever encounter an artificial world or a world that has been radically altered by a more technologically advanced civilization, almost anything is possible.

Alien Encounters

During your time of service in the Defense Force, you will often encounter life-forms which are not easy to communicate with. These may be creatures, plants, fungi, or even something completely different and new. Do not underestimate them. Just because they cannot communicate with you in a manner to which you are accustomed does not mean they should be ignored or slain outright.

Introduction

The Klingon Empire has no need for a Prime Directive such as the Federation has implemented. We rely on our warship commanders and landing parties to encounter new lifeforms and cultures and to interact with them as appropriate befitting the circumstances. We choose to interfere how and when it best suits the Empire. However, our warriors and commanders are not stupid, and are only too aware that interference in moderation often preserves honor and lives in specific circumstances. That flock of Gunji jackdaws might not look like much today, but, given a few million years of evolutionary advancement, who can say what they may become? They may end up as a trusted vassal state, or the greatest threat this Galaxy has ever faced, but we rarely trouble ourselves with looking so far forward. We cannot know what the future holds, and there is far more out there than we could ever catalogue.

The Vulcan Science Academy celebrates this multiformity in its core tenet: “Infinite Diversity in Infinite Combinations.” A noble sentiment, but one rarely considered by warriors hungry for battle and glory. While we celebrate the differences throughout the Galaxy, we are prepared for anything.

Now, some of your crew may be faster than the rest, while others smarter, and yet more might display extreme strength reserves, but that will mean nothing when facing down a Vulcan *sehlat*, or staving off the mental drain of a neural parasite. Never underestimate what the Galaxy might throw at you, as even the smallest creatures have put the Empire at risk.

We shall describe a number of common threats you may face in this section of the briefing. This should come in handy for nearly all of the situations you find yourself in.

Aggressive Creatures

The most up-front creatures of the Galaxy are often the easiest to deal with. These are animals which are naturally aggressive due to territory, instinct, or because you and your landing party appear edible. Even naturally-docile creatures can become aggressive when injured or trying to protect their young.



Fortunately, such situations have a simple resolution. If backing away or scaring the creatures does not work, your response must be swift, else you shall be putting yourself and your crew in mortal peril.

Just one of these creatures, or even a small group of them, is bad enough, but many cultures use such animals in displays of pride, strength, or to aid their hunters. Their usefulness as symbols of their tribe or hold, as gladiatorial opponents, or as weapons of war are enhanced when used alongside trained keepers.

Similarly, if fighting larger animals, be aware that they may be assisted by a herd or group. If you are fighting a parent creature, its offspring may be attempting to move around you. If fighting one creature, others in a symbiotic relationship may choose to attack you at the same time, and that's without even mentioning the possibility of an animal injecting you with an assortment of parasites, or forcing a telepathic link to you.

LARGE GROUPS

Everyone knows that *targs* are nasty little creatures, or that the hook spiders of Talaria are easily dealt with. Get a large group of these creatures in one space, however, and things may not go the way you want them to. A herd of *targs* can easily devastate a colony's crops, or otherwise cause irrevocable harm to their infrastructure due to the creatures' movements and appetite. That same colony that dealt with beasts in the summer may find itself infested with insects in the winter, or vice-versa.

Large groups may change their behavior, also. That Gunji jackdaw may be frightened away by a single disruptor blast, but a flock is far more likely to stampede. Just be careful where that stampede ends up.

PARASITES

Have you seen the old intercepted reports from the Earther Deneva colony? Creatures that attach themselves to and within sentient species have proven on multiple occasions the ability to infiltrate settlements or groups with different degrees of success, with the most significant infiltration on record being that of the neural parasites which infected Starfleet Command in 2364.

Without going into too much detail, as the motivations of any particular alien life are impossible to predict, you should be aware that this kind of infiltration is possible. Aliens you encounter, other KDF ships, or even members of your own crew can be infected by such creatures, and you should do everything within your power to eliminate the threat those you find in this condition pose to you, your ship, and the Empire.

As for their capabilities, be aware that they may retain all abilities their host had, including their memories. There is even a chance that the parasite may push the host's body to feats of strength or endurance far surpassing that of the host's normal abilities.

TERRAIN ADVANTAGE

While it might be nice to think you will always be dealing with the most unknowable creatures in safe environments, chances are that you will be dealing with them on their own turf. After all, a *mugato* is not likely to attack you unless you enter its mountain territory.

Creatures such as spiders – and many others – generally prefer dark places, polar creatures often prefer the cold, and aquatic creatures often have no small amount of trouble on land. If you can find a way to even out that advantage then you are going to be better off, either by removing your disadvantage, or negating their advantage.

The technology at your disposal will prove to be a great asset. You will always be able to see better with a tricorder, or take action from a distance with a disruptor. However, warriors are often in situations involving dangerous non-sentient life due to being taken out of their comfort zone. Do not become too reliant on that technology and never forget that you are a warrior, and your greatest tools are your weapons and your ability to use them.

SPACEFARING CREATURES

Creatures which live in space have often been the bane of warship captains' safety. While we have surrounded ourselves with alloys and warmth, they have grown to adapt themselves to the rigors of space travel. These creatures often have abilities far surpassing those of our own warships. The spacefaring creature Captain Jean-Luc Picard's crew dubbed "Junior," the Crystalline Entity, and various cloud-based creatures have all shown themselves to be more than capable of disabling or placing drains on a warship's ability to function.

As with all non-sentient creatures, these entities will have their own needs and desires, which are often the key to preventing their interference with Imperial operations.

STELLAR PHENOMENA

THE DANGERS OF SPACE

Space is a dangerous place. Even the smallest main sequence stars produce more energy per second than the entire Empire does with its antimatter reactors and fusion power plants. With that kind of energy, both beautiful and dangerous occurrences are commonplace across the Galaxy.

NEBULA

Nebula are gas and dust clouds that are left over from stars that have undergone nova or supernova, or even gas clouds hundreds of light-years across that still exist from before the formation of the Galaxy. Typically, these clouds are made up of hydrogen and helium, along with trace amounts of heavier elements. Nebula are lit by ionization and light from

stars (or stellar remnants) within them, and flying through such highly-charged clouds of gas tends to disrupt starship sensors. While warp travel through nebula is possible due to a starship's deflector array moving the particles away, slight gravitation eddies and density fluctuations mean some warship captains tend to go around nebula rather than risk damaging their ships. Some nebula have been in existence for billions of years without collapsing and can be home to strange native life-forms, so exploration of these clouds is often a priority. Examples of these objects are the Orion Complex, the Mutara Nebula, and the Coalsack Nebula.

Flares, Radiation Storms, and Geomagnetic Storms

Flares, radiation storms, and geomagnetic storms are interlinked. Flares can occur on any star, but more often around small stars such as Class-M main sequence stars. These bursts of energy erupt out of the star and often outshine the rest of the star for hours at a time. The charged particles and radiation from such flares can cause problems with a starship's shields and sensors, and unprotected crew on the surface of planets without a magnetic field can receive heavy doses of radiation. On worlds that do have a magnetic field, such as Qo'noS, flares cause aurora that can destroy large electronic networks, disrupt communications, and even stop transporter operations. Flare stars are stars that tend to have these events occur far more often than others. Examples of stars like this are: Proxima Centauri (home of Earth's earliest colony), Wolf 359 (site of the Borg's devastating battle against Starfleet in 2367), and II Pegasi.

Ion Storms

Ion storms are severe versions of flares and radiation storms. They start the same way, with a powerful burst of energy from a star or stellar body, powerful enough that the radiation density of the pulse can ionize interstellar gases and punch through most planetary magnetic fields, causing severe damage to unshielded electronics and delicate ship systems. Ion storms can hold together over decades and travel across light-years before finally dissipating when conditions are right. Numerous questionable examples in Starfleet history record encounters with ion storms, but none so strong as the Halkan Storm of 2267 that focused the subspace scanning array of Enterprise's transporter systems in such a way as to accidently tunnel through subspace into a parallel timeline, beaming alternative versions of members of her bridge crew aboard. When we first learned of this previously-classified event, it was dismissed as Federation lies, but in recent months Ambassador Worf has confirmed the truth of the event.

Novas

A nova is the gradual death of a star as its core contracts and gets hotter, blowing off the outer layers of its atmosphere and that material accreting onto a nearby stellar partner (typically a white dwarf) which then accumulates mass until it explodes in an uncontrolled fusion reaction. As most stars form binary pairs this is an event that is semi-common, but still dangerous. The rapid expansion of stellar material away from the star's core can also result in the beginnings of a stellar nebula. These high-energy events wash out sensors, can sterilize worlds that are even protected by the most advanced shielding, and can pose significant radiation hazards to warship crews. These events can also spawn ion storms, radiation storms, and even geomagnetic events in nearby star systems.

Supernovas, Neutron Stars, and Black Holes

Supernovas, neutron stars, and black holes are intrinsically linked. As massive stars begin to run out of hydrogen in their core, there is enough mass and pressure to continue the fusion process using heavier elements such as helium, carbon, and even silicon. Once silicon begins to fuse into iron, the amount of energy produced from trying to fuse iron is not enough to hold back the immense pressures generated from the mass of these large stars, and gravitational collapse begins. Within seconds the star becomes billions of times brighter than it was as the explosive shock wave reaches a significant portion of the speed of light. The mass of the star's core determines if a neutron star or a black hole forms. Regardless, any starship near a star undergoing supernova is doomed to be vaporized even with the best shielding technology. Neutron stars and black holes alike can produce intense gravitational waves, extreme radiation hazards, and ion storm-like effects across dozens of light-years, and even cause enough high energy radiation to sterilize worlds a handful of light-years away.

Effects on Ships

Each type of stellar phenomena can be placed into one of five severity categories, from low to high: I, II, III, IV, and V. Task Difficulty increases by one for each level.

Example: *Lieutenant Kurn is attempting to achieve a weapons lock on an Orion freighter while maneuvering in the Betreka Nebula. The nebula is considered a Class II Nebula, thus Kurn's Difficulty increases by 2.*

The complication range increases due to stellar phenomena in the following starship systems and disciplines, depending on the severity, unless otherwise stated in adventure rules or specific examples:

- **Nebula:** Sensor operations, tactical systems, warp systems.
- **Ion Storms / Radiation Storms, Stellar Flares:** Shields, sensors, and transporters. Possible radiation damage to crew.
- **Nova:** Shields and sensors.
- **Supernova:** Shields, sensors, sublight and warp systems.
- **Pulsar / Black Hole:** Shields, navigation, sublight and warp systems, sensors, structural integrity.
- **Gravitational Waves:** Navigation, warp systems.

Other effects and system challenges may be required when a starship first encounters these phenomena.



Stellar Cartography for Beginners

EXCERPT FROM A FEDERATION SCIENTIFIC TEXT

The stars of the Galaxy come in hundreds of forms, from tiny brown dwarfs to massive stars like UY Scuti. The Hertzsprung-Russell Diagram (or HR Diagram) is humanity's best attempt to categorize all observed stars into groups for ease of classification and study. The two axes of this diagram are temperature and luminosity.

Most stars that you and your crew will encounter will fall into seven temperature categories that range from warmest to coolest: O (blue), B (blue-white), A (white), F (yellow-white), G (yellow), K (orange), M (red). Each of these categories is sub-divided into ten fractional numbers to show where in that code the star falls. Sol is a G2 star, thus it is on the warmer end of yellow G-class stars while the primary star of 61 Cygni (the home system of the Tellarites) is a K5 star, in the middle of the orange K class stars. Other temperature categories include L (cool reds), Y (brown dwarfs), C (Carbon Stars), and D (White Dwarfs) to name but a few. Hotter stars tend to burn quickly and have short lifespans measured in as little as millions of years, and cold red stars burn slowly and can possibly have lifespans reaching trillions of years.

The second axis on the HR Diagram is luminosity. Stars can be split into 7 general categories (with other sub-categories left out for sake of clarity): I (Super-giants), II (Bright Giants), III (Giants), IV (Sub-Giants), V (Main-Sequence), and VI (Sub-Dwarfs), and VII / WD (White Dwarfs). Most stars in the galaxy are Main Sequence (V) and fuse hydrogen at their cores to produce energy. The Sun is a G2V. Sub-Dwarfs (VI) are similar to Main Sequence stars, but typically have less heavy elements (greater atomic mass than helium) than Main Sequence and thus burn cooler than Main Sequence. Main Sequence stars tend to be stable, and thus provide planets around them with relatively greater opportunities for life to evolve.

The luminosity classes brighter than the main sequence (super-giants, bright giants, giants, and sun giants) nearly always involve stars that have begun to age out of the main sequence. As stars get older they expand as they cool. This expansion, and greater surface area of the star, is what allows these stars to become so bright. Worlds around these stars tend to be lifeless or show the signs of previous life. As these stars are so luminous, radiation can prove to be an extreme hazard around them even for the most well shielded science vessel. As these stars continue to age they will either form a nova or supernova (see The Dangers of Space, below). Some examples of these brighter stars include: Pollux (K0III, or an orange giant), Rasalgethi (M5Ib, or a red supergiant), and Rigel (B8Ia, or a blue supergiant). ▲

SCIENTIFIC EXCERPT

Pulsars and Active Black Holes

Pulsars and active black holes are even more hazardous versions of neutron stars and black holes. Pulsars are rapidly rotating neutron stars with incredibly strong magnetic fields that channel charged particles and radiation into a beam emanating from two sides. Even from light-years away starships in the path of these 'lighthouse' beams require heavy shielding and typically do not stay in the path for long. Active black holes are black holes that are currently devouring closely orbiting material, such as a star that came too close. The increasing velocities and densities close to the event horizon of the black hole heat the material to the point that it can emit X-rays and gamma rays. This radiation can cause severe damage to starships and star systems even light-years away, causing intense ion storms, gravitational waves, and other stellar phenomena.

Gravitational Distortions

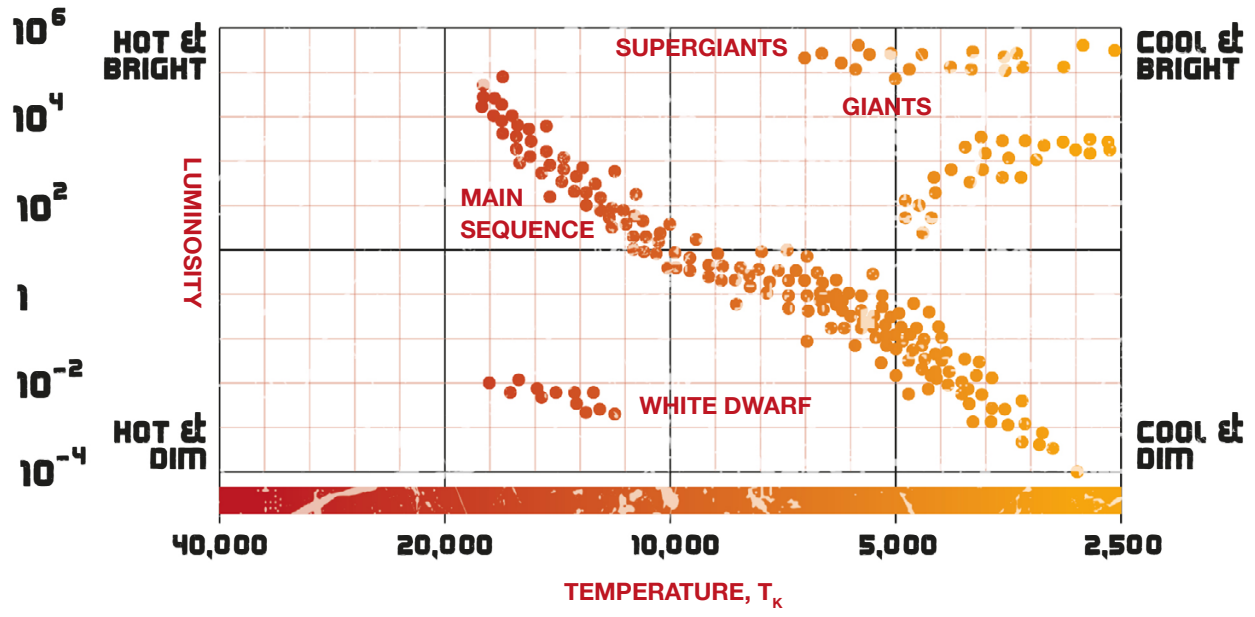
Gravitational distortion is a catch-all category for gravity waves and other events that cause ripples in space-time. These originate from high energy events such as supernovas, black holes, closely orbiting neutron stars, and collisions between massive objects. While most gravitational distortions occur fairly close (in astronomical terms) to these events, constructive interference of these ripples can sometimes cause 'rogue waves' much like on the oceans of Earth. Rotating massive objects also cause 'frame-drag' which can cause ships passing through such twisted space-time at warp speeds to undergo 'slingshot' time travel. Federation starship captains are ordered to never attempt such a thing, and those that do at best will have a career-ending interview with the Department of Temporal Investigations in whatever time they find themselves in.

Exotic Events

Exotic events should not have specific rules for them as they should only be used for plot hooks, and even then, rarely. Either they can cause the death of trillions of people over thousands of light-years, or they can kill a warship's crew before they know what hit them. Use these events wisely.

In the course of exploration, the KDF has come across even more **exotic events** that have little hard scientific data collected about them as they are so rare as to not have been observed enough for proper theories to explain their formation, or close observation and analysis is impossible. **Wormholes** are points in space-time that link across light-years and allow movement of information or even matter through them. Wormholes are always unstable with their ends moving through space and time, except for the notable example of the Bajoran wormhole. **Subspace rifts** are extreme distortions in space-time, like gravitational distortions and wormholes, but reach into the underlying realm of subspace. These rips can impede warp field stability and even allow for travel between nearby parallel time streams. **Colliding neutron stars** have never been observed by the Empire as this event is thankfully rare. The amount of energy released in a possible neutron star collision would be enough to sterilize all life within a few thousand light-years of the event and cause extinction events in thousands more. **Micro black holes** are nearly impossible to detect at long range and can cause severe damage to starships as they pass straight through shielding and matter, devouring everything in its path. A **vacuum state change** is only theorized, but any observations of the underlying fabric of space and time changing instantly into another form would likely be the last observation a member

Hertzsprung-Russell Diagram



of the Defense Force ever made. A vacuum state change could literally change the laws of physics to the point where atoms themselves fly apart as the strong nuclear force weakens to near zero, or the speed of light slows to a crawl and time dilation effects could occur at walking speeds.

SCIENTIFIC DISCOVERIES AND DEVELOPMENTS

This section provides rules to help guide players and gamemasters dealing with research and development, technological tweaking, and coming up with new theories and ideas when encountering strange new phenomena. While the average warship full of Klingons may not often make use of these rules, they are provided here because research, development, and exploring scientific discoveries are a key component of many *Star Trek* stories. Even hardcore warriors must admit that scientific and technological breakthroughs often can provide significant benefits to the Empire.

THE SCIENTIFIC METHOD

The scientific method is the basis for real-life scientific endeavors as well as ones within the *Star Trek* universe. The scientific method can be generalized into three steps: Observe, Hypothesize, and Testing. With each of these steps a character gains increasing insight into a scientific problem and a solution to it, or even a breakthrough that could have universe changing consequences. The game mechanics for this center on the use of challenges, specifically gated challenges.

STEP 1: OBSERVE

When a scientist is presented with an observation that they do not understand, or an event that is occurring that is not well understood, they must begin to ask questions. Initial observations by the characters will be able to determine what category and discipline the observations fit into: Engineering, Science, or Medicine. Any character may make this task with a Difficulty of 0 (or 1, if a very bizarre phenomena). Once this category is determined, the participating character with the highest rating in that discipline becomes the **Research Lead**. This character takes lead in further steps.

Example: I.K.S. Amar *is scanning an enormous energy cloud as it passes through Klingon space and toward the Sol system when power aboard the ship begins to flicker. Virginia is portraying Lieutenant Karnog,* **Amar's** *science officer. The gamemaster tells her that determining the research category is a Difficulty 0 task, and a Science problem. She does not need to roll to determine success. As Karnog is the highest-skilled officer at Science on the* Amar*, she becomes Research Lead.*

STEP 2: HYPOTHESIZE

At this stage, players are encouraged to suggest ideas on what might be happening, based on any relevant focuses their characters might possess. The Research Lead then chooses between 3 and 5 of these ideas to use. These are called Hypotheses. The Research Lead may or may not possess the focuses selected, but may explain these ideas to the gamemaster. If the gamemaster sees a Hypothesis that fits the actual solution to the research problem, they regard that as The Right Way. They do not inform the players which Hypothesis is correct. If none of the Hypotheses presented fit the actual problem, the gamemaster gains 1 point of Threat and can tell the players to go back to the drawing board and repeat the process.

Example: *After Virginia and her fellow players discuss the problem, she selects three possible Hypotheses, she selects three possible Hypotheses to explain the power disruptions: Quantum Mechanics, Spatial Phenomena, and Theoretical Physics. She then explains that it might be Quantum Mechanics because of disruptions to how energy moves, that it could be Spatial Phenomena since there is no end to the mysteries contained within the Galaxy, or it could be something totally outside the realm of known phenomena with Theoretical Physics. The gamemaster thinks two of the presented Hypotheses are possible, but chooses Quantum Mechanics as The Right Way. He informs Virginia that the correct Hypothesis is indeed in front of her, but not which one.*

STEP 3: TESTING

The gamemaster now assigns a number of successes needed to determine if the Hypothesis is correct. This is a value from 1 to 5 depending on the Difficulty of the research or the problem. The Research Lead then chooses a direction to focus the research on. Players may pursue the wrong path and, if they are pressed for time, may need to decide if they should continue to work on the Hypothesis they have chosen, or switch to another (see Timed Challenges). This is to represent the unknowns of research and development. Once the players reach a total number of successes equal to the Difficulty in the correct research path, the gamemaster informs the players of their success. If a character has a discipline of 2 or greater in the category of the problem (i.e., Engineering, Science, or Medicine) they are allowed to be an assistant in the research regardless of what focuses they have. This is due to common training amongst scientists and the ability of ideas to cross-pollinate among disciplines.

Example: *The gamemaster informs the players that the energy disruptions from the energy cloud are causing power system malfunctions, and that time is of the essence. She assigns a Difficulty of 5 to the Research and says that they have three intervals (or roll attempts) to find the solution. Leading the research, Karnog has the backing of two other characters that are skilled in sciences. The two assistants are an engineer who has Science 3 and the Theoretical Physics focus, and a newly-arrived junior science officer with Science 2 that doesn't have any of the relevant focuses but does have a fresh outlook that may see things the others do not.*

During the first interval, Virginia attempts to solve the problem using her Theoretical Physics focus, and gets three

successes. Each of her two assistants also rolls a success, for a total of five successes. A great series of rolls, but the gamemaster tells them they have not found the solution.

Seeing they have just two more intervals, and that the roll was as good as it could be, Virginia decides to change the research direction to Quantum Mechanics. As power systems begin to malfunction on the Amar*, the players roll. Only one assistant gets a success this time, and Virginia scores one more, for a total of 2 successes. With just one interval to go, Virginia chooses to stick with Quantum Mechanics. Both assistants get successes this time and Virginia scores three more, which makes for a total of 7 successes over two time intervals, more than enough to beat the problem's Difficulty, assuming they had selected the right research direction.*

The gamemaster lets the tension linger for a moment, then informs the nervous players that Karnog has discovered that the energy cloud's repeating transmissions toward the Sol System are interfering with the Amar*'s energy transfer capabilities on a quantum level and that Karnog has found a way to minimize the effects enough to stabilize the ship's systems. This allows the* Amar *and her two companion vessels to continue pursuing the strange energy cloud as it moves toward the Sol System in order to analyze it for potential weaponization for the Empire.*

Mok'bara and the Art of Warp Core Maintenance

The technology of the *Star Trek* universe, while wondrous, is rooted in concepts that are either understood in the real world, or are theorized as being possible. While some concepts such as the warp drive seem to be out of reach for the moment, much of the science and technology people are comfortable using today have equivalents aboard *Star Trek* vessels. While many warriors do not concern themselves with such things, engineers and scientists aboard KDF vessels do, and their efforts ultimately make the warriors they serve with more effective, even if those warriors refuse to admit it.

Using the Right Tool for the Right Job

Technology in *Star Trek* can be broken down into three broad categories: High Energy Power Systems, Sensing and Computing Technology, and Warp and Subspace Theory. While improvements in one category may help make other technologies more efficient or better suited for a particular task, typically, if an engineer wants to improve the sensing capabilities of a tricorder, they do not focus on improving its energy storage capacity. They look at its computing strength, its sensor's sensitivity, or the sensors already installed.

High energy power systems include the fusion reactors that power a starship's sublight impulse drive, the matter/antimatter reactors that power ships warp coils, and even the emergency batteries on starships and charge packs of disruptors, tricorders, communicators, and PADDs. The improvement of radioisotope thermoelectric generators made these low-power systems highly efficient and are used in emergency situations across colony worlds and in warship lifeboats. Channeling the massive amounts of energy these devices generate on KDF warships is done through electro-plasma systems, i.e., EPS conduits.

Sensors and computing technology deals with the hardware that absorbs input, processes and catalogs it, and then outputs it in ways people can understand. Standard transistor-based computers improved until the development of duotronics by Dr. Richard Daystrom in 2243, revolutionizing computing technology for the Federation and for those who could acquire the technology. Sensors and computers became more sensitive and powerful through the 23rd century as warp fields began to be used around duotronic CPUs to allow calculations to occur at faster-than-light (FTL) speeds. Finally, the development of isolinear processing in the early 24th century enabled computers to process data much faster. Even by the mid-23rd century computers were small and powerful enough that tricorders typically had the memory storage of a warship's main computer core from the 22nd century, and by the 2360s handheld PADDs had more processing power than an entire 22nd century bird-of-prey.

Warp and subspace theory is the largest development in any starfaring civilization's history. Klingons had this theory and technology well before Humans. Warp and subspace theory also brought about other developments in science and technology such as subspace communications (which

Assault on the Cloud

FINAL TRANSMISSION FROM BARAK, COMMANDING OFFICER, *I.K.S. AMAR*, 2273

Never during my service have I seen anything like the strange cloud we now approach. It crossed into Klingon space without warning and continues to violate our territory as our battle group moves to intercept. Our scans detect energy readings of a type and intensity never previously encountered. It is far too advanced for the Federation or any of our other interstellar neighbors. Even from this distance, our initial scans suggest the cloud is an immense energy field surrounding an unidentified vessel. My first officer suspects it might be the Hur'q, returning to renew their conquest of the home world after we vanquished them so many centuries ago.

As we draw closer, our scans are now being disrupted. We are unable to obtain readings on anything inside the cloud. Sensors show a buildup of concentrated energy from within the cloud boundary. This can only be a weapon of some kind, but the readings match nothing in our computer banks. Our orders are to intercept this intruder and safeguard the Empire. We are preparing to attack... ▲

SCIENTIFIC EXCERPT

allowed FTL communications across vast distances), FTL sensing and computing systems, transporter systems, and the better understanding of a wide variety of high-energy phenomena linked with subspace and altered physics.

Breaking the Laws of Physics

Improvements to technology already available to warship crews are part and parcel of many *Star Trek* episodes, from improving the transporter system so it can lock onto a warrior stuck on the surface of a world in the middle of a heavy ion storm, to cold starting an inactive matter/antimatter warp core, to modifying the warp capabilities of a bird-of-prey to allow it to travel through time.

When time is of the essence, such as cold starting a warp core before a warship crashes onto the surface of a disintegrating planet, it is best to use the methods described in The Scientific Method above. For general improvements to ship systems, or any technology for that matter, the use of a gated challenge is recommended with the following changes.

Like The Scientific Method, one player character should be the Research Lead and choose three separate focuses to use as research and development directions, explaining their reasoning to the gamemaster. The gamemaster secretly chooses The Good Way and may select one other focus called Outside the Box only if they feel the character has an interesting idea that could work, but is risky. Just like a regular challenge, the gamemaster assigns a Difficulty to the task of improving technology or making a breakthrough ranging from 1 to 5 depending on the complexity of the technology and the degree of improvement to existing technology. The number of tasks that need to be completed should range between 3 and 5. The player is not made aware of these values as to keep secret if they are on the right track and to know how far along they are.

The player chooses a focus and begins the extended task. A single task in the gated challenge can be completed per adventure. This prevents improvements and deep research from occurring too rapidly and making further tasks frivolous, and better matches the pace seen on screen. A character that follows the Good Way will achieve their research goal once the number of tasks determined by the gamemaster are completed. If a character is following a path that was not chosen as the Good Way or Outside the Box, they will know they are researching in the wrong direction when they succeed at their first task and the gamemaster announces their progress.

When the challenge is complete, the gamemaster informs the player that their character has achieved what they have been attempting and any benefits and drawbacks it may have if it was Outside the Box.

Improving Systems

Lt. Torres of *U.S.S. Voyager* is attempting to improve the ship's cruising speed to get home from the Delta Quadrant faster. As the chief engineer, she is the Research Lead and chooses Warp Core Engineering, Subspace Theory, and Jury Rigging as the possible focuses. The gamemaster chooses Warp Core Engineering as The Right Way and Jury Rigging as Outside the Box.

The desired improvement to the warp drive Lt. Torres is proposing to research is an increase of cruising speed by 5%. As the warp drive is a known technology, but still very complex, the gamemaster assigns a Difficulty of 4 to the task. A 5% increase in speed is an average improvement and so the gamemaster concludes that a total of three successful tasks must be completed before the gated challenge is finished.

Lt. Torres chooses the focus Jury Rigging and explains that it makes sense because *U.S.S. Voyager* is so low on spare parts that they may use scavenged or bartered technology for repairs, and it stands to reason that some of those new parts may be very useful in replacing material in the ship's warp coils. After the first adventure, Lt. Torres makes her first roll and succeeds in the Difficulty 4 task. She is told she is not on a wrong path. After the third adventure, she makes her third successful task roll and finds that she was on the Outside the Box path. The gamemaster then determines that not only is *Voyager's* cruise speed increased by 5%, but the ship gains a bonus to resist Stress the next time its warp nacelles are damaged! The drawback to an Outside the Box result is that any maintenance tasks on the warp systems now are now made at 1 Difficulty greater.

Guidelines for Progress and Magnitude

Any changes a character proposes should fall within a 0-10% range of improvement in the known statistics of technology. Larger improvements tend to be seen coming out of research institutes and major universities. Gamemasters should feel free to assign Work and Magnitudes for tasks that fit their game's pace and style, but some suggestions follow below.

Sensors and Computing Technology

Technology such as short-range sensors, planetary sensors, tricorders, medical devices, computers (of all scales), holodecks, and light-speed communications equipment. Non-powered technology such as developing stronger alloys fits into this category.

- Work between 5-10, Magnitude 1-3, Difficulty 2

High Energy Power Systems

Nuclear fission reactors, fusion reactors and impulse drives, EPS conduits, matter/antimatter reactors, weapon systems, shields, structural integrity fields. Miscellaneous technology that requires power fits into this category.

- Work between 7-15, Magnitude of 2-5, Difficulty 1

Warp and Subspace Systems

Warp Coils, subspace communications, transporter systems, tractor beams, deflector beams.

- Work between 10-15, Magnitude 4-5, Difficulty 3

ALIEN VESSELS

"I DIDN'T MEAN TO SAY THAT THE ENTERPRISE SHOULD BE HAULING GARBAGE. I MEANT TO SAY THAT IT SHOULD BE HAULED AWAY AS GARBAGE!"

– KORAH

UNITED FEDERATION OF PLANETS

AKIRA CLASS

The *Akira* class entered service shortly after the conflict with the Borg in 2367, demonstrating a renewed commitment by Starfleet to produce more than exploratory and science vessels. While Starfleet's vessels had long been reasonably capable in battle, the *Akira* class was one of the first in a new generation of vessels which could withstand the rigors of battle more easily. Durable and possessing considerable firepower – including a battery of rapid-fire torpedo launchers in the pod above the nacelles – an *Akira*-class starship is a formidable adversary. As befits the Federation's reluctance to field pure warships, it is also well-outfitted with shuttles and medical facilities, allowing them to serve as hospital ships and crisis-response vessels.

TRAITS: Federation Starship

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 11
COMPUTERS 09	SENSORS 09	WEAPONS 11

DEPARTMENTS

COMMAND 02	SECURITY 05	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 03

POWER: 10 **SCALE:** 5
SHIELDS: 16 **RESISTANCE:** 7
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:
- Phaser Arrays (Energy, Range Medium, 10, Area *or* Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 8, High Yield)
- Tractor Beam (Strength 4)

SPECIAL:
- **Ablative Armor** (Talent, included)
- **Extensive Shuttlebays** (Talent)
- **Rapid-Fire Torpedo Launcher** (Talent)

CONSTELLATION CLASS

A rapid-response vessel, entering service just as hostilities between the Klingon Empire and the Federation were coming to an end, *Constellation*-class ships are quick and well-armed. For many years, they were often the first Federation vessel to arrive at the site of a crisis or conflict, and they're sufficiently versatile to face a variety of threats and obstacles, even if only to contain a situation until more specialized ships can arrive.

TRAITS: Federation Starship

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 08
COMPUTERS 07	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND 02	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 03

POWER: 9 **SCALE:** 4
SHIELDS: 11 **RESISTANCE:** 4
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:
- Phaser Banks (Energy, Range Medium, 8, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 6, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:
- **Extensive Shuttlebays** (Talent)
- **Improved Warp Drive** (Talent)



CONSTITUTION CLASS

During the middle and end of the 23rd century, the *Constitution* class was almost the iconic image of the Federation starship. While never especially numerous – especially compared to the D7, which served as nearest counterpart in the Imperial Klingon Fleet – the tendency of *Constitution*-class ships to operate on the frontiers, far from support, meant that they gained a reputation for the resilience and adaptability of both the vessels and their crews. Vessels like the *Enterprise* entered the annals of history for facing off against some of the most renowned captains in the Klingon Empire.

TRAITS: Federation Starship

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 07	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 02

POWER: 8 **SCALE:** 4
SHIELDS: 11 **RESISTANCE:** 4
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 8, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 6, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Independent Phaser Power:** *Constitution*-class ships, like many of their era, had an independent power supply for their phasers. It costs 0 Power to fire the vessel's phaser banks, but additional Power may not be spent to increase the potency of the phasers.
- **Rugged Design** (Talent)
- **Modular Laboratories** (Talent)

CONSTITUTION REFIT

In the early 2270s, the surviving *Constitution*-class starships underwent a significant refit program, essentially rebuilding the ships entirely. These refit *Constitutions* remained in service for the next two decades, but they were phased out of service as the century came to a close.

For games set between the 2270s and the 2290s, the gamemaster may represent refitted *Constitution*-class ships by applying the rules for refits, adding 1 to one of the vessel's systems for each decade since the class was first launched in 2243. In addition, refit *Constitution*-class ships remove the Independent Phaser Power special rule.

Defiant Class

A new type of Starfleet vessel, first seen in action in 2371, the *Defiant* class has little in common with a typical Federation starship. Compact, with powerful engines, potent weapons, and a densely armored hull, the first example of this class lived up to its name with a ferocity and tenacity seldom seen in Starfleet's ships. In recent years, more *Defiant*-class ships have entered service, serving a role in Starfleet that mirrors the Klingon Defense Force's use of birds-of-prey – strikes against remote outposts and isolated vessels, or grouped into squadrons as escorts for larger ships.

TRAITS: Federation Starship

Systems

COMMS 09	ENGINES 10	STRUCTURE 08
COMPUTERS 09	SENSORS 09	WEAPONS 13

Departments

COMMAND 02	SECURITY 05	SCIENCE 01
CONN 03	ENGINEERING 02	MEDICINE 02

POWER: 10 **SCALE:** 3
SHIELDS: 13 **RESISTANCE:** 5
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Arrays (Energy, Range Medium, 8, Area *or* Spread, Versatile 2)
- Phaser Cannons (Energy, Range Close, 10, Versatile 2)
- Quantum Torpedoes (Torpedo, Range Long, 9, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **Ablative Armor** (Talent, included)
- **Improved Impulse Drive:** When the ship performs the Impulse, Attack Pattern, Evasive Action, or Ramming Speed tasks, it may spend 2 Momentum to add 1 Difficulty to all attacks against the ship until the next time it takes a movement action.

Non-Player Character Ships

This section contains an assortment of NPC vessels which can be used as allies and adversaries during games of ***Star Trek Adventures***. As they are NPC vessels, they aren't presented in quite the same way as the spaceframes earlier in this chapter: where the spaceframes are incomplete, designed to be used to construct the player characters' ship, NPC vessels are complete profiles, and already include a mission profile, talents, and perhaps other special rules distinct to that type of vessel. As a reminder, starship talent descriptions can be found starting on page 228.

Excelsior Class

Larger, faster, and more capable than the *Constitution*-class ships they replaced, *Excelsior*-class starships have been a Starfleet mainstay for decades, and they are still a common sight even into the late 24th century. Few starship designs have stood the test of time as well as the *Excelsior*, and though they are beginning to show their age as the conflict with the Dominion escalates, they still form a significant portion of any Federation battle group.

TRAITS: Federation Starship

Systems

COMMS 08	ENGINES 09	STRUCTURE 09
COMPUTERS 08	SENSORS 08	WEAPONS 09

Departments

COMMAND 03	SECURITY 02	SCIENCE 02
CONN 02	ENGINEERING 04	MEDICINE 02

Power: 14 **SCALE:** 5
SHIELDS: 11 **RESISTANCE:** 6
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 8, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5, High Yield)
- Tractor Beam (Strength 4)

SPECIAL RULES:

- **Improved Impulse Drive:** When the ship performs the Impulse, Attack Pattern, Evasive Action, or Ramming Speed tasks, it may spend 2 Momentum to add 1 Difficulty to all attacks against the ship until the next time it takes a movement action.
- **Secondary Reactors** (Talent, included)
- **Improved Hull Integrity** (Talent, included)

Galaxy Class

Massive, well-equipped, and luxurious, a *Galaxy*-class starship is almost a mobile starbase in many ways. Vast modular internal spaces allow them to be customized to a wide range of missions, from long-term exploration, to diplomacy, to fleet command, to warfare. They can carry a significant crew complement, and even with a thousand souls aboard they can seem relatively empty. Federation sensibilities mean that some, equipped for long-term missions, often carry families aboard – an act that some might see as either confidence or complacency. In vessels refitted for combat duties these family facilities are stripped out, and "Galaxy Wings" are formed where several smaller vessels operate around a *Galaxy*, relying on the larger vessel for logistical, engineering, and medical support, as well as additional firepower.

TRAITS: Federation Starship

Systems

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 10	SENSORS 09	WEAPONS 10

Departments

COMMAND 04	SECURITY 02	SCIENCE 03
CONN 01	ENGINEERING 02	MEDICINE 03

POWER: 10 **SCALE:** 6
SHIELDS: 12 **RESISTANCE:** 6
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Arrays (Energy, Range Medium, 8, Area *or* Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5, High Yield)
- Tractor Beam (Strength 5)

SPECIAL RULES:

- **Command Ship** (Talent)
- **Extensive Shuttlebays** (Talent)
- **Modular Laboratories** (Talent)
- **Redundant Systems** (Structure) (Talent)
- **Starship Separation** (Talent)

Intrepid Class

A vessel that harkens back to the traditional sensibilities of the Federation, *Intrepid*-class starships are lean and swift, equipped with the latest in sensors, communications, computation, and propulsion systems. Exploratory ships through-and-through, their powerful engines and sensors also make them extremely useful scouts during wartime. Their combat capabilities are unremarkable, but their speed and scientific capabilities, in the hands of a resourceful crew, can have surprising results.

TRAITS: Federation Starship

Systems

COMMS 10	ENGINES 11	STRUCTURE 08
COMPUTERS 11	SENSORS 10	WEAPONS 09

Departments

COMMAND 02	SECURITY 02	SCIENCE 04
CONN 04	ENGINEERING 02	MEDICINE 01

Power: 11 **SCALE:** 4
SHIELDS: 10 **RESISTANCE:** 4
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Arrays (Energy, Range Medium, 6, Area *or* Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Advanced Sensor Suites** (Talent)
- **Advanced Warp Drive** (Talent)
- **Improved Reaction Control System** (Talent)

Gath'k: Death of a Flagship

Translation of an ode of respect written by Klingon Basai Master G'gosht following the death of the Duras sisters while destroying the *Enterprise*-D.

Hail the cunning Duras sisters! Lursa, B'Etor,
Daughters of Kahless, twin terrors, victors over the Enterprise!
In bright flame they ended.
In glory they died,
smearing the enemy through Veridian dirt.
The Federation is brought low, their ship cracked wide,
The names of Lursa and B'Etor hang
in the ruin, in the void of memory.
They will fight side-by-side in death.
Still the House of Duras stands,
small and proud,
in battle-strengthened honor. ▲

TRANSLATION



MIRANDA CLASS

These versatile ships first entered service in the late 23rd century, as science and survey vessels to replace aging designs from previous decades. The spaceframe is quite versatile, and *Miranda*-class ships have been seen in a variety of roles since then, suggesting a more combative original design that was adapted into an exploratory vessel.

TRAIT: Federation Starship

SYSTEMS

COMMS 08	ENGINES 08	STRUCTURE 08
COMPUTERS 08	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND 02	SECURITY 02	SCIENCE 03
CONN 03	ENGINEERING 03	MEDICINE 02

POWER: 8 **SCALE:** 4
SHIELDS: 10 **RESISTANCE:** 4
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 7, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Extensive Shuttlebays** (Talent)
- **High-Resolution Sensors** (Talent)

BIRD-OF-PREY

This design of Romulan warship was commonplace during the 23rd century, an evolution of Romulan vessels used the century prior. Early prototypes of Romulan cloaking devices were tested aboard ships of this sort, which had limitations, such as an inability to fire weapons while under cloak.

TRAITS: Romulan Bird-of-Prey, Prototype

SYSTEMS

COMMS 06	ENGINES 07	STRUCTURE 07
COMPUTERS 08	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND 01	SECURITY 02	SCIENCE 02
CONN 02	ENGINEERING 03	MEDICINE 02

POWER: 7 **SCALE:** 4
SHIELDS: 9 **RESISTANCE:** 4
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Disruptor Banks (Energy, Range Medium, 7, Vicious 1)
- Plasma Torpedoes (Torpedo, Range Long, 5, Persistent 8, Calibration)

SPECIAL RULE:

- **Prototype Cloaking Device:** This functions as a normal Cloaking Device (see the Common Romulan Special Rules sidebar), except that the Difficulty of the task to initialize the cloak increases to 3.

COMMON ROMULAN SPECIAL RULES

The following rules are common to Romulan ships.

- **Cloaking Device:** Romulan cloaking devices function identically to the same systems on Klingon ships. Use the Cloaking Device rules from the sidebar on page 207.

D'DERIDEX-CLASS WARBIRD

Encountered regularly in battle between the Klingon Empire and the Romulans, these vessels are the mainstay of the Imperial Romulan Navy in the 24th century, and responsible for a number of cowardly raids on the Empire during the 2340s. These imposing vessels are powered by an artificial quantum singularity in place of the matter/anti-matter reactors that power Klingon vessels.

TRAITS: Romulan Warbird

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 11
COMPUTERS 10	SENSORS 10	WEAPONS 09

DEPARTMENTS

COMMAND 02	SECURITY 03	SCIENCE 02
CONN 02	ENGINEERING 03	MEDICINE 02

POWER: 10 **SCALE:** 6
SHIELDS: 13 **RESISTANCE:** 6
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Disruptor Banks (Energy, Range Medium, 10, Vicious 1)
- Plasma Torpedoes (Torpedo, Range Long, 6, Persistent 8, Calibration)
- Tractor Beam (Strength 5)

SPECIAL RULE:

- **Cloaking Device** (see the Common Romulan Special Rules sidebar)



Cardassian Union

Galor-Class Cruiser

The core of the military orders of the Cardassian Union, the *Galor*-class is an unremarkable vessel, normally fielded in squadrons to allow them to overwhelm larger vessels. Numerous variations exist, armed with different weapon configurations, but the most commonly encountered variant is listed here.

TRAITS: Cardassian Warship

Systems

COMMS 09	ENGINES 09	STRUCTURE 08
COMPUTERS 08	SENSORS 07	WEAPONS 09

Departments

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 02

POWER: 9 **SCALE:** 4
SHIELDS: 11 **RESISTANCE:** 4
CREW: Proficient (Attribute 9, Discipline 2)

WEAPONS:

- Disruptor Banks (Energy, Range Medium, 8, Vicious 1)
- Phaser Arrays (Energy, Range Medium, 7, Versatile 2)
- Tractor Beam (Strength 3)

The Invasion of Septimus III

Legate Melil,

If you have received this message then the worst has happened. We have not only lost the entirety of the Eleventh Order, but all of Septimus III has fallen as well. Despite the reassurances that reinforcements will arrive, I am certain that those forces, if they do arrive, will come too late. As of this moment, the Klingons have landed an invasion force outnumbering us three to one, and yet they show no signs of stopping. Against this flood, nothing can last. Still, our forces are fighting fiercely. None have given in to despair. Legate, if these are my last words, I wish only for you to acknowledge the sacrifices of our forces. I am officially requesting a commendation for each member of the Eleventh Order. Their names are included below.

Gul Amor ▲

LETTER OF RECOMMENDATION

Dominion

Jem'Hadar Attack Ship

Encountered in large numbers in Dominion fleets, and individually on patrols and scouting missions, the Jem'Hadar attack ship is a small, agile warship, though surprisingly heavily armed for their size. They have a small crew of Jem'Hadar, led by a single Vorta.

TRAITS: Dominion Warship

Systems

COMMS 07	ENGINES 07	STRUCTURE 07
COMPUTERS 07	SENSORS 09	WEAPONS 10

Departments

COMMAND 01	SECURITY 04	SCIENCE 01
CONN 04	ENGINEERING 02	MEDICINE 01

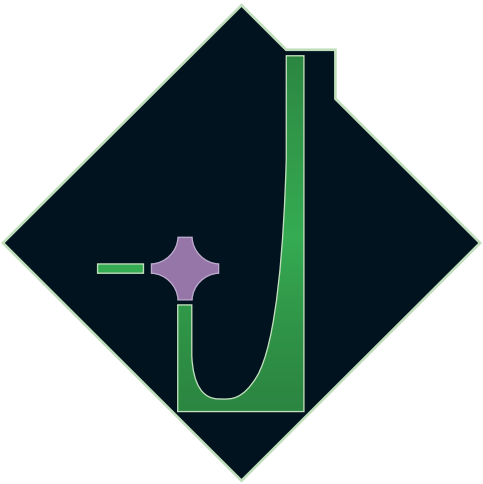
POWER: 7 **SCALE:** 3
SHIELDS: 11 **RESISTANCE:** 3
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Disruptor Cannon (Energy, Range Close, 9, Vicious 1)
- Phased Polaron Beam Bank (Energy, Range Medium, 8, Piercing 2)
- Photon Torpedoes (Torpedo, Range Long, 7, High Yield)
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **Advanced Transporters** (see Common Dominion Special Rules sidebar on the next page)
- **Anti-Cloak Sensors** (see Common Dominion Special Rules sidebar on the next page)



Jem'Hadar Warship

These large warships, often accompanied by a squadron of attack ships, represent the military might of the Dominion, and provide massive power for Dominion fleets during fleet engagements.

TRAITS: Dominion Warship

Systems

COMMS 09	ENGINES 09	STRUCTURE 12
COMPUTERS 08	SENSORS 10	WEAPONS 11

Departments

COMMAND 03	SECURITY 04	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 01

POWER: 9 **SCALE:** 6
SHIELDS: 16 **RESISTANCE:** 6
CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- Phased Polaron Beam Array (Energy, Range Medium, 10, Piercing 2)
- Photon Torpedoes (Torpedo, Range Long, 7, High Yield)
- Tractor Beam (Strength 5)

SPECIAL RULES:

- **Advanced Transporters** (see Common Dominion Special Rules sidebar)
- **Anti-Cloak Sensors** (see Common Dominion Special Rules sidebar)
- **Command Ship** (Talent)
- **Jamming Systems:** Any task which targets a Jem'Hadar warship, which is assisted by a ship's Sensors, increases in Difficulty by 1.

Common Dominion Special Rules

The following rules are common to Dominion vessels:

- **Advanced Transporters:** The transporters used by the Dominion are significantly more advanced than those of the Alpha and Beta Quadrant cultures, functioning over much longer ranges, and even effective through deflector shields. Vessels with this ability can use their transporters to beam targets to or from a location within Long range, rather than Close range. Further, they may transport targets to and from locations protected by shields, though the Difficulty increases by 1 in this case.

- **Anti-Cloak Sensors:** Dominion vessels are fitted with antiproton beam scanners and long-range tachyon scanners, that allow them to reliably detect cloaked vessels. Dominion vessels may always attack cloaked ships, though the Difficulty of attacks against a cloaked ship increases by 1.

Retaking Deep Space 9

PERSONAL LOG OF LESKIT, HELMSMAN OF THE *I.K.S. ROTARRAN*, 2374

We will arrive at Qo'noS in six hours. The *Rotarran* has undertaken this journey because General Martok and Commander Worf must convince Chancellor Gowron to commit our Klingon Defense Forces to join the Federation attack fleet in Operation Return. The aim is to cut through the Dominion blockade and retake Deep Space 9. With so many Jem'Hadar fighters amassed, the odds are steep against us, and I would wager the dry Cardassian bones around my neck that Gowron won't want to leave the homeworld exposed by relocating our fleet. Swaying the chancellor will be like coaxing half-dead *gagh* back to freshness. Martok and the Son of Mogh have a brutal task ahead of them.

And yet...this battle against the Founders and that snake Gul Dukat carves lines of purpose across the quadrant that the Empire simply cannot ignore. I don't fully trust the Federation, but if Captain Sisko is willing to square off with the Dominion plague and plunge forward on the offensive, I want the *Rotarran* there in league beside him. And a fleet of our best birds-of-prey at our stern certainly won't hurt. For the good of the Empire and the entire Alpha Quadrant, I hope Martok proves persuasive. ▲

PERSONAL LOG

BORG COLLECTIVE

BORG SPHERE

Spherical, long-range tactical and reconnaissance vessels, Borg spheres are amongst the smaller Borg vessels, yet they still dwarf the starships of other cultures. Crewed with thousands of Borg drones, and capable of travelling via Borg transwarp conduits, they are a deadly threat, only eclipsed by the terror presented by a Borg cube.

TRAITS: Borg Vessel

SYSTEMS

COMMS 10	ENGINES 11	STRUCTURE 12
COMPUTERS 12	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 03	ENGINEERING 03	MEDICINE 03

POWER: 11 **SCALE:** 7

SHIELDS: 15 **RESISTANCE:** 7
CREW: Exceptional (Attribute 11, Discipline 4)

WEAPONS:

- Cutting Beam (Energy, Range Close, 10, Vicious 1)
- Energy Draining Weapon (Energy, Range Close, 10, Dampening)
- Tractor Beam (Strength 5)

SPECIAL RULES:

- **Advanced Transporters** (see Common Borg Special Rules sidebar)
- **Regenerative Systems** (see Common Borg Special Rules sidebar)
- **Threat Protocols** (see Common Borg Special Rules sidebar)

BORG CUBE

These massive vessels, over a kilometer long on each side, have been responsible for the destruction and assimilation of whole worlds. A single Borg cube was responsible for the devastation at Wolf 359, and these vessels seem to be unstoppable barring some exceptional circumstances or creative stratagem.

TRAITS: Borg Vessel



Systems

COMMS 10	ENGINES 11	STRUCTURE 15
COMPUTERS 12	SENSORS 10	WEAPONS 12

Departments

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 03	ENGINEERING 03	MEDICINE 03

POWER: 11 **SCALE:** 13
SHIELDS: 18 **RESISTANCE:** 13
CREW: Exceptional (Attribute 11, Discipline 4)

WEAPONS:

- Cutting Beam (Energy, Range Close, 16, Vicious 1)
- Energy Draining Weapon (Energy, Range Close, 16, Dampening)
- Tractor Beam (Strength 5)

SPECIAL RULES:

- **Adaptive Subspace Field:** Whenever a Borg cube suffers one or more breaches, roll 1 for each breach the cube is currently suffering from. If any effects are rolled, the cube has adapted to that weapon type (phasers, disruptors, photon torpedoes, etc.), and can no longer suffer any damage from that type of weapon. The vessel may retune their weapons (represented by creating an advantage) to allow it to damage the cube with that weapon again, but each new retuning can be adapted to as well.
- **Advanced Transporters** (see Common Borg Special Rules sidebar)
- **Colossal:** Borg cubes are huge, dwarfing even the largest Klingon starships, and inflicting meaningful damage against them is extraordinarily difficult. No system on a Borg cube can be destroyed without first locating a vulnerability (normally represented by creating an advantage, though this advantage should be especially costly, difficult, or dangerous to create) – without doing this, the ship will continue to regenerate and pose a threat, though it can be temporarily disabled if it turns all of its attention to repairs.
- **Regenerative Systems** (see Common Borg Special Rules sidebar)
- **Threat Protocols** (see Common Borg Special Rules sidebar)

Common Borg Special Rules

The following rules are common to Borg vessels:

- **Advanced Transporters:** The transporters used by the Borg are significantly more advanced than those of the Alpha and Beta Quadrant cultures, functioning over much longer ranges, and even effective through deflector shields. Vessels with this ability can use their transporters to beam targets to or from a location within Long range, rather than Close range. Further, they may transport targets to and from locations protected by shields, though the Difficulty increases by 1 in this case.
- **Regenerative Systems:** Borg technology is highly adaptive and can regenerate from damage very swiftly. When a Borg vessel succeeds at a task to repair damage, the ship also repairs a single breach, plus one additional breach per Momentum spent (Repeatable).
- **Threat Protocols:** Borg vessels respond to hostile action with carefully analyzed amounts of force. A Borg vessel will take as many turns as the combined number of turns their opponents take – total up the number of player characters, plus the scale of NPC vessels arrayed against the Borg, and this will provide the number of turns the Borg vessel will take. If there are multiple Borg vessels, this is the number of turns that the Borg vessels will share between them.

Ferengi Alliance

D'Khora-Class Marauder

These sizeable craft are utilized mainly by individual Ferengi – the Ferengi Alliance is most accurately described as a collection of culturally-affiliated "businesses" – for defense, trade, salvage, piracy, and any other activities their owners think they can profit from.

TRAITS: Ferengi Marauder

Systems

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 08	SENSORS 09	WEAPONS 07

Departments

COMMAND 03	SECURITY 02	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE 02

POWER: 10 **SCALE:** 5
SHIELDS: 12 **RESISTANCE:** 5
CREW: Proficient (Attribute 9, Discipline 2)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 8, Versatile 2)
- Electro-Magnetic Pulse (Energy, Range Close, 10, Piercing 1, Dampening)
- Photon Torpedoes (Torpedo, Range Long, 5, High Yield)
- Tractor Beam (Strength 4)

CHAPTER 08.00
GAMEMASTERING



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GAMEMASTERING

CHAPTER 08.10

RUNNING STAR TREK ADVENTURES

"ADMIRE THE PERSON WITH DIRT UNDER [THEIR] FINGERNAILS."

– KLINGON APHORISM

LEADING THE ADVENTURE

The gamemaster is a key role in tabletop roleplaying games, providing the narration, non-player characters' actions, and consequences for players' actions, as well as facilitating the rules to progress the story being told around the table. You are the one player around the table who takes the responsibility to know the rules, prepare the structure of the mission, and run the game. It can be a challenging role, but one that is often hugely rewarding.

BEYOND THE FINAL FRONTIER

Everything in this rulebook so far has been directed at the players, player characters, and gamemaster. This chapter, however, is entirely for the gamemaster, the host of the game. It discusses the nuts and bolts of gamemastering, creating missions and ongoing campaigns, playing adversaries, and gaming in Gene Roddenberry's *Star Trek* universe.

Star Trek, as a collection of television and feature film stories, explores what it means to be Humans of our time, through the voyages of both Human and non-Human crews aboard starships exploring the Galaxy. While the science, technology, and intergalactic setting are of great interest, *Star Trek* stories are always about the crew's personal journeys: Captain Kirk, Dr. McCoy, and Commander Spock's incredible friendship, Lt. Commander Data's desire to be Human, Odo's personal journey of self-discovery, Worf's exploration of himself as a Klingon in a non-Klingon world, Captain Janeway's struggle as a leader far from home, Captain Archer's efforts to pioneer what it means to explore responsibly. These stories all resonate with us, and tell us something about our lives now – even with the trappings of disruptors, photon torpedoes, and the Federation's Prime Directive.

Star Trek Adventures aims to provide a tabletop game that evokes those same themes, as well as to convey the excitement of adventure and discovery in the final frontier. This chapter will provide gamemasters with the tools to facilitate and run game sessions of ***Star Trek Adventures*** for a new starship and her crew, whether it's a Klingon-focused game, a traditional Starfleet campaign, or something new and different. *Chapter 9: For the Glory of the Empire*, builds on the content of this chapter and focuses on creating Klingon-focused missions and campaigns.

A dichotomy also exists for you while sitting in the gamemaster's chair at the gaming table. You are a storyteller who is framing the adventure your players are navigating – you help them make informed choices by highlighting their circumstances and ability to act, but you also take charge of the opposition, the antagonists and their plans, actively working against the player characters.

This chapter will outline your role as the gamemaster in ***Star Trek Adventures***, how to utilize the rules, structure missions and a continuing campaign, create locations, and provide opposition and adversaries for players.

TELLING A STORY

Gamemasters are primarily storytellers – they frame the action and show the other players at the table the challenges present in the unfolding plot. Gamemasters aren't storytellers in a sense that they compose the entire narrative and dictate all the actions that the characters will take in the story. Your role is to create the setting and circumstances for the player characters to act within. This is called **framing** a scene. Framing is simply providing a description of the circumstances the player characters find themselves in, introducing the players to the situation at hand.

The gamemaster is the person who creates problems for the player characters to solve, and then presents those problems to the players, and responds to their solutions creatively and dramatically. The key difference that a roleplaying game has compared with normal storytelling is the addition of the players at the table. They collaborate with the gamemaster, shaping their own characters' responses to the unfolding drama by trying to solve the conflicts presented to them.

It's key as a gamemaster to have the structure of the story in mind while leaving space for the player characters to act. You can do this by having key points of the story prepared – events that would happen regardless of player intervention – as well as having the mission's beginning clearly prepared while also having in mind possible outcomes of the mission, including what the consequences are for failure.



The rhythm of telling a story at the table goes something like this, depending on the group:

- **Gamemaster frames the action:** The gamemaster describes the scene or encounter remembering how the following things impact the scene: Who, What, Where, When, and Why. (Though "Why" is often left for the players to discover.)
- **Gamemaster establishes traits:** The gamemaster informs the players of any traits that are affecting the scene or encounter, marking them as advantages or complications if necessary.
- **Players take actions:** The players tell the gamemaster what they'd like to do within the scene or encounter. In scenes, this will be more freeform, while encounters will be more structured, with an order in which players act in turn.
- **Player and gamemaster resolve action:** The player either rolls some dice or describes how they are going about their desired action. The gamemaster adjudicates the result.
- **Gamemaster responds to the actions and narrates the consequences:** The gamemaster then responds to the players' actions, describing what happens as a result, keeping in mind the consequences for the story and any effect on the scene's traits.
- **Repeat until the scene or encounter is resolved:** A scene may be complete once players feel they've done everything they want to do or go somewhere else, while an encounter is over once the danger, problem, or conflict has been resolved.

Ask any gamemaster who has run more than a couple of game sessions and they will tell you: "Encounters never survive first contact with the players." Players will undoubtedly think of a possible solution you haven't planned for, or come up with a completely new use for a discipline, or succeed against the odds through sheer luck – and

SHOW, DON'T TELL

Another useful dramatic saying that works well for gamemasters is "Show, don't tell." This simply means describing a scene for the players without giving away the intentions of the NPCs or a larger plot point. Instead of saying, "the Romulan commander is angry at you," you could say, "The Romulan commander sneers at you through the main viewer, his eyes burning with intensity as he leans in." This description lets players come to their own conclusions about how the commander feels, and have more space to roleplay and make choices on how to act next.

even more possibilities exist in ***Star Trek Adventures*** as technology is adapted, jury-rigged, or changed to suit the crisis at hand. Players are inventors as much as the gamemaster is a storyteller, and so your ability to creatively adapt the story in response to the characters' actions is key to the fun and progress of the story being told.

Resolving the Rules

Gamemasters also decides which rules come into play in scenes and encounters, calling on players to complete tasks or engage in conflict. They are also responsible for interpreting the results of dice rolls for tasks, extended tasks, and challenges. It is the role of the gamemaster, along with the player involved, to decide on which attribute and discipline combination is used as a target number, with the gamemaster having the final say. It's also the gamemaster's responsibility to oversee the results of those dice rolls, checking the player's successes and failures as needed.

These responsibilities mean that you should be familiar with the rules inasmuch as you can run the game competently. The game will slow down if, in every encounter, you need to reference numerous rules and different chapters of the core rulebook. If a rule does need looking up, it may be helpful to ask one player at the table to check those specific rules. One player may enjoy being designated to do that during game sessions, but, if pressed and not able to look up the rules, it's also fine to "wing it," using your best judgement to keep the action going. Even if you contradict the rules as written, you can always check back to the relevant section of rules before the next session.

The players are there to enjoy roleplaying as their characters but are also there to play a game – with rules and challenges to overcome. There are some players who enjoy trying to "beat" the game you run, or "win" the scenario you have written for them. While this is in no way a less valuable way to enjoy playing ***Star Trek Adventures***, it's important to note that at no time should the gamemaster be playing **against** the players. You are still providing a story which is creatively resolved and intended to provide you and your players with an entertaining game session.

Deciding on the outcomes of tasks and dice rolls are the two middle points of encounters, as laid out above, but it's worth examining them in more detail:

- **Player frames their action:** The players tell the gamemaster what they'd like to do within the encounter.
- **The Gamemaster asks for the relevant dice roll:** The gamemaster decides on the best rule mechanic to use to resolve the action, be that a dice roll for a task, a series of rolls for an extended task, or including a challenge of some kind. The gamemaster states the Difficulty of the roll (1 to 5 successes depending on the situation). The gamemaster always has the final say. It is here you may also want to add any further Difficulty from complications or Threat.
- **Player and gamemaster agree on attribute and discipline target number:** Both the player and gamemaster agree on which combination of attribute and discipline form the target number for the required roll. The gamemaster always has the final say.
- **Player resolves dice roll(s):** The player forms their dice pool and rolls their dice, comparing the results to the target number, and declares their successes or failures with the gamemaster adjudicating.
- **Gamemaster describes the result:** The gamemaster describes how the success or failure affects the encounter, describing any key story elements if the consequences are far reaching enough. If the task was successful, the player may spend Momentum to influence the result. The gamemaster should describe the basic success, and then allow players to spend Momentum to influence it further.

Do remember that in all cases, **the gamemaster has the final say in rules decisions** – even if that decision contradicts a rule in this book. There may come a situation or scenario in which enacting the rules in these chapters to the letter would be either narratively impossible or nonsensical in the *Star Trek* universe.

Failing Forward

What happens when characters fail? Failing forward is a fantastic phrase for how a gamemaster should respond when players, and therefore their characters, fail or lose a conflict. It represents the idea that even if a dice roll doesn't succeed, that result should still propel the action forward and drive the story to its completion – perhaps tripping the characters up or complicating the situation.

A failed task may not have the desired result, but it may suggest alternative courses of action, such as discovering that a locked door is fused shut and needs to be cut through. Even if an entire landing party is defeated by Orion privateers, it doesn't mean the story should come to a grinding halt. Perhaps the Orions take hostages, leaving the crew in the shameful situation of being captives, and needing to escape to reclaim their honor. Perhaps the Orions leave the team for dead but the medic that's part of the team wakes up and is now wrapped up in a high-stakes encounter where they have to save their crewmates.

The 2d20 system has a mechanic in place for increasing the danger to the players, as well as adding complications too. Should a player roll a 20 on a d20, a complication develops that is entirely down to the creativity of the gamemaster. It's up to you what form the complication takes. Threat also adds to the player characters' jeopardy, allowing you to add minor obstacles or increasing the abilities of your NPCs.

Styles of Play

When beginning a game of ***Star Trek Adventures***, you may be about to run a single session, a short series of sessions, or a campaign of missions with no planned end – in all cases you will want to consider carefully what style of game you want to run, its themes, goals, and structure.

Star Trek Adventures presents several styles of play for gamemasters to consider, mostly tied to the setting of our edition of the roleplaying game. The following are different themes or settings a gamemaster may want to consider when devising the start of their game. You may have a clear idea of the game you want to run, or you may want your players to give their views and come to a decision. Fundamentally, the style of game the whole group is happy with should be played – that may be found through playing a few sessions, or through group consensus before missions start.

Proud Sons and Daughters of Kahless

By default, the player characters are senior officers aboard a warship, from captain down to recruit, and they operate the ship they are aboard at one of the control stations on the bridge or as heads of department around the ship, like the medical ward or main engineering. Whether a new crew to their assignment or a veteran group of warriors, mission by mission the characters are out exploring the Galaxy.

The Empire Needs Loyal Soldiers

Late in 2371, the powerful Duras sisters Lursa and B'Etor are killed after destroying the *U.S.S. Enterprise*-D over Veridian III. Their deaths largely bring an end to the influence the Duras family held over much of the Klingon High Council, though there are still divisive elements throughout the Empire. Chancellor Gowron needs more loyal allies to support his initiatives, and this presents an opportunity for player characters from Houses minor and major alike to step forward and perform acts of daring heroism in support of their chancellor and Empire.

Lower Decks

Another option for gamemasters and players is a game based around the lower decks of a warship. Rather than the player characters being the command and bridge officers, they have duties in the various departments and decks aboard the ship but know each other through camaraderie or through interconnected teams. They could be warriors, medics, scientists, or engineers. Or they could even be new recruits, assigned to a warship for field training.

A Port in a Storm

While seldom favored by true warriors, some Klingons may find themselves posted to starbases and space stations. Personnel aboard space stations provide various roles, with officers taking a lead role if the facility is of high strategic importance or serves as a diplomatic neutral ground for species in its sector of space. Engineers may find assignment aboard drydocks, starship research and development stations, or listening posts, while warriors must contend themselves with security details and training, unless a true battle finds the station. Scientists may be posted to stations or outposts of scientific value, conducting scans and research on nearby planets that cannot sustain a colony or stellar phenomena, and any Klingon facility requires surgeons and medics to patch up those injured in battle or training.

The 22nd and 23rd Centuries

Setting your ***Star Trek Adventures*** game in either the 22nd century (*Star Trek*: *Enterprise*) or the 23rd century (*Star Trek: The Original Series*) is easy as the rules don't need to be adapted or altered in any way. The only considerations need to be how the available technology of the era changes the way characters resolve their tasks in the game, as well as the political situation of the Galaxy at the time.

In the 22nd century, Klingons roamed the space lanes with daring and impunity, encountering Vulcans, Andorians, and other species and laying claim to worlds and resources in the name of the Klingon Empire or the House to which they owed fealty. Humans from the United Earth Starfleet were venturing out for the first time with the NX-01 *Enterprise* and then the NX-02 *Columbia*, with others following soon after. The Federation was either non-existent, or in its infancy, with Humans, Vulcans, Andorians, Tellarites, and a handful of other cultures forming new alliances, while the secretive Romulans emerged to destabilize these unions. The Galaxy was wild and lawless then, with pirates plying the space between the territories of various civilizations. A Klingon-focused *Enterprise* era game is much more about how the actions of player characters might add to their own personal glory and enhance the might of the Klingon Empire.

In the 23rd century, the Empire was forced to adjust their expansion intentions with the rise of Starfleet, which had powerful new Constitution-class vessels slipping out of docks and pushing the boundaries of discovered space. Klingon games in the 23rd century are much more about politics, negotiations, and power plays on the final frontier. Wily Klingon commanders and crews regularly face off against Federation crews in an ever-escalating galactic cold war which occasionally escalates into brief periods of open conflict.

In this style of play, missions and adventure comes to the players, or is embedded in relationships with regular NPCs as starships of all civilizations come and go. But that also doesn't stop player characters from jumping aboard a shuttlecraft, scout ship, or support vessel to investigate local incidents.

Living on the Final Frontier

Defense Force personnel may even, on occasion, be assigned to colonies or outposts on a distant planet, especially on newly conquered worlds still adjusting to the rule of the Empire. The planet may have a certain valuable resource to investigate and mine or harvest, while others may just be a new home for a new community of people. Klingon warriors may revel in the experience of living out on the fringes of known space, hunting in a new wilderness, or putting down rebellions on worlds still struggling with their new reality. The struggles and duties on a colony are different, but not so drastically from those aboard a starship. The order and security of the community is obviously a primary concern, and while maintaining or establishing infrastructure is not really warriors' work, it is a necessary part of conquest. Ensuring that order is maintained and expanding the colony or outpost allows it to flourish – it all depends on the objectives of the assignment.

Chapter 08.20

GAMEMASTERING

Character Creation

"You are cunning. You must have Klingon blood!"

– Worf, son of Mogh

While you, as the gamemaster, won't be playing the player characters created for a game of ***Star Trek Adventures***, you should guide the players through the character creation process, helping them make informed choices about their characters. You should take into consideration the style of play as well as the concept each player would like to pursue.

Approaches to Character Creation

Gamemasters should thoroughly familiarize themselves with *Chapter 4: Reporting for Battle*, which clearly outlines how to create a character from conception to completion. However, you may want to alter the order of that process for your own benefit or the benefit of the players at your table. There are various starting points as well as a re-ordered process that you can follow if desired.

Role Concept

A player may come to character creation with a clear idea of which role they want to fulfill in the group – by default a leadership position aboard their starship. Or the group may have come to a consensus on which player will fulfill which role. They may want to be the engineering officer, weapons officer, or even the captain. In this case, it may be best to use the Creation in Play rules (page 122). Knowing which attributes to increase and which disciplines to allocate scores to is important when it comes to competently fulfilling their role within the group and aboard the starship. Less important factors for these players might be values or focuses.

Species Concept

A Player may not know what position or rank they wish to play but know they want to play a standard Klingon or a *QuchHa'* (though the latter is only available in games set in the 23rd century). The Lifepath approach to character generation on page 96 would be a great way to make a player character, as species selection is the first step. Players who have a firm idea of their species before creating a character see something interesting in a particular choice. Often, this means a value related to their species will be more important to them than any others. Players who have a clear idea of which species they want to play may have a trait they want to highlight and play in contrast to the other players.

Values Concept

A player may come to character creation with a clear value in mind – about their upbringing, core belief, or motivation. Two players may come to the table with a clear idea of creating characters that share a relationship value. From this concept, players and gamemasters are free to use either the Lifepath or Create in Play methods, but focusing first on where that value comes from (species, environment, or training) then moving back to the remaining steps in order. A value could inform which role they take aboard the starship,

or may inform which division they belong to. It may be a value chosen from a certain species or related to a certain origin. With a value as a concept, character creation can be an artistic process, with each decision informing which part of character creation to move onto next.

Randomization

Some players may be averse to creating characters, or parts of their character's history, randomly from the tables presented in *Chapter 4: Reporting for Battle*. However, don't dismiss randomization out of hand as either lazy or uncreative. Some unexpected background details can develop from rolling randomly on the tables for environment, caste, or career events that could even complicate or contradict the character's background so far. A security officer who fled a fight is arguably a more interesting and complex character than one who is incredibly brave, whilst a command division character who has had a problem with authority in their career can provide a roleplaying challenge for the player. Trying to link random elements or events can be fun and rewarding in themselves, building an interesting history for the character that reflects the sometimes-random nature of life itself.

And remember, with any of the tables in the Lifepath process, a player may roll, and then choose an option other than the one they rolled: rolling in this way can be used as a way to find inspiration, as rolls are not binding.

Creation Questions

The most creative part of character generation, where the player has the most originality, is the values system – developing four values that describe the core beliefs of their character. But a process like this can be challenging, with players feeling blocked or short of ideas.

It might be helpful to ask them questions about their developing background so they can frame their values based on that portion of their life. "How did living on a starbase change your view of the Empire?" "How did rebelling against growing up surrounded by science and technology make your parents feel?" "How did your acceptance into officer training affect your friendships with other warriors?" By offering some context to these values, you limit the unimaginable possibilities the player can't navigate and give them something concrete to work with.

Creating Values

Creating values can be challenging. Another variant of the standard Lifepath style of character creation would be to not develop values for the character until all the steps have been completed and the player has better idea of who the character is. That's not to say this is a hard and fast rule – instead, you can encourage players to create values if and when they have ideas for them at any point in character creation; just keep track of how many values they can create at that step in the Lifepath.



TRAITS

As standard, a player character has at least a single trait – their species – with the potential for others. These traits – as permanent, or at the very least enduring, elements of the character's nature – are not handed out lightly as part of character creation.

At the gamemaster's discretion, a player character may begin play with traits in addition to their species trait(s). These should have a clear place in representing the nature and experiences of the character, reflecting definitive facets of the character's existence which are unlikely or even impossible to change. This might be something like a disability or injury, such as General Martok's missing eye. It might be something secret or shameful, such as Kurn, son of Mogh, operating under a false name to protect him from his family's shame. It may even represent a reputation or status, and the benefits and problems that accompany them, such as Kor's renown for his decisive victory over the Romulans at *Klach D'kel Brakt*.

Traits of this sort should be neutral where possible – either rarely applicable outside of exceptional circumstances, or applicable in both positive and negative ways. If a trait is purely negative – essentially a complication – consider granting an advantage to balance it out. For disabilities such as blindness, this can take the form of a piece of equipment that not only helps the character operate normally, but gives them some other benefit too.

Characters may gain traits relating to their renown and deeds as a result of their reputation, as described on page 130.

As for changing traits later? That's more complicated, and is described on pages 133-134.

GAMEMASTERING

CHAPTER 08.30

MANAGING THE RULES

"THOUGH THE KLINGONS ARE BRUTAL AND AGGRESSIVE, THEY ARE MOST EFFICIENT."

– CAPTAIN JAMES T. KIRK

OVERVIEW

While the basic rules for tasks and the advanced rules for extended tasks and challenges are covered in *Chapter 3: Core Rules*, and conflict in *Chapter 6: Conflict*, knowing when to ask for tasks, challenges, or extended tasks is always a judgement call for you to make. It may be clear from an already-written adventure, but a player's actions may not present obvious choices or suggest which rules to implement. Always remember that the rules are intended as guidance rather than hard and fast rules that must be followed, and it is always your option to bend, break, or even abandon certain rules depending on the dramatic situation you would like to frame or in which the characters find themselves. **Playing roleplaying games should always be fun, and if rules ever get in the way of that, you are at liberty to change them for your own ends.**

The following advice should help you decide in which situations certain tasks are required from the players and how to structure those tasks.

TASKS

Almost any activity where there is doubt in the outcome, where failure or complications are interesting, or where the degree of success is important can be regarded as one or more tasks. A single task represents a single activity that is an attempt to overcome some resistance or conflict. Tasks should, realistically speaking, be actions attempted in one sitting in a short amount of time: scanning for life signs, fixing an engine, or giving a diplomatic speech are all examples of a single task.

As outlined in *Chapter 4: Reporting for Battle*, tasks require the player involved to roll two or more d20. It is the gamemaster, along with advice from the player involved, who should choose which attribute and discipline combination to use as the **target number**. It's also the role of the gamemaster to decide on the **Difficulty** of the task.

Task Difficulty

Difficulties represent how challenging a task is, based on environment, opposition, or already-established obstacles. Traits are a key part of that and while most basic Difficulties might begin at 2, it's important to remember that it's you who sets the Difficulty and can demand up to five successes from players. Traits like hazardous environments, obscurity of information, unprepared characters, or a lack of appropriate tools can all increase the Difficulty of routine tasks. If it feels appropriate that a situation should increase the Difficulty of the task at hand, then the gamemaster has the license to do that. If circumstances don't immediately lead themselves to a higher Difficulty, the gamemaster may still spend Threat to push the Difficulty up further (for more on this, see page 269).

Structuring the timing of these Difficulties in your game's session should also be a consideration. Don't start a scene or encounter with a Difficulty of 4 or 5 without the scene warranting that decision or it being an appropriate time in the mission's plot. There is always the opportunity to increase Difficulties as the action progresses from complications and the use of Threat. It may be that key information or a specific outcome is needed for the story to progress, and again, in this case, you should allow the success of the task, assuming it is still appropriate to the player character's target number and the circumstances of the scene.

Environmental traits also adjust the Difficulty of tasks, based on whether they are helping or hindering the characters. While a character in a spacesuit and a weightless environment may find tasks involving physical strength significantly easier, the gloves of their EV suit render their dexterous ability much worse off. Think about the circumstances of the scene or encounter, taking particular note of the traits, advantages, and complications, and always be sure to judge the Difficulty appropriately.

Finally, making judgments based on the mood of the group is also key to the Difficulty of tasks. Few groups enjoy constantly having to beat the odds of very difficult tasks, while some revel in the challenge of beating the game and the gamemaster. If the group has just faced off against a difficult opponent, tensions may have been running high, so easing that with simpler tasks may release that tension and give the players and characters a bit of a break from the high stakes of saving the Galaxy. They may also just be having a bad night with some unlucky rolls, and no one will think less of a gamemaster for allowing success so the story develops and the fun of the game continues.

Momentum

Momentum is a game tool that rewards players for rolling well and succeeding with style. Momentum is a group pool that can be used by anyone and helps with group cohesion, as one player's success can help another succeed.

Chapter 3: Core Rules lists many possible ways to spend Momentum, on page 76, but that shouldn't be seen as a finite list. At any stage, any player should be able to propose a new way to use Momentum, providing it is in keeping with a mission, campaign, or the *Star Trek* setting. Encourage unique and creative Momentum spends and remember that a Momentum spend doesn't have to be linked to a task.

Traits

Traits, advantages, and complications form a system that assists you while framing a scene, by highlighting the circumstances that may affect characters, benefit them, and also hinder their actions. Traits can do a number of things, and a good mix is vital to establishing a scene that characters can navigate effectively.

Traits that aren't inherently advantageous or that complicate the scene have the potential to do both, depending on the characters present and the tasks they want to attempt. Traits will either present the characters with an advantage, present them with a complication, or not affect the scene in this circumstance. As gamemaster, you have the final say in whether they affect the task or not.

Traits can:

- Increase the difficulty of a task
- Decrease the difficulty of a task
- Make a task possible, where it otherwise wouldn't have been possible
- Make a task impossible, where it otherwise would have been possible

Traits can last for a number of scenes, rounds, or even over several game sessions, and may have a lasting impact on the characters. They can be introduced either when you are framing a scene (establishing its circumstances and therefore its traits), through spending 2 Threat when a scene or encounter is already in play, or by a character through spending Momentum or Threat. Traits should last for as long as they are applicable,

Keeping Track of Traits

Keeping track of traits, advantages, and complications should make this aspect of the game accessible and simple. There are a number of playing aids that can be used at the table to do that. Ultimately, traits should be easy to access and usable for both players and gamemasters, so having them clearly visible will help the game run more smoothly.

Having traits written down in the middle of the table or in the corner of each zone in an encounter will help everyone track and use traits to their advantage. Index cards, sticky notes, whiteboards, or gaming mats all fulfill that task and are easy ways to illustrate traits in play.

but don't necessarily change or go away just because the story moves away from a location and comes back later – a planet's atmosphere doesn't change much in the lifespans of most species, so a trait linked to a planet's atmosphere will appear as many times as the characters are there.

Traits are broken up into several types, denoting where they show up. **Situation traits** tend to only be temporary, while **location traits** will come up every time the players visit that place, and a **character** or **species trait** reflects a certain character, particularly NPCs. These types should tell you in what circumstances they come up. Location traits may affect all tasks in the area, while character traits will only affect certain interactions with one character.

Particularly potent traits may be indicated by a number after them. A "Hazardous Atmosphere 2" trait will mean it increases Difficulties by 2 rather than just 1 and may even make most tasks impossible to accomplish without an appropriate advantage. It essentially counts as two identical traits, rather than one.

Advantages

Advantages are traits that are inherently advantageous to characters and will only ever provide a benefit. Advantages come about mostly from equipment, Momentum spends, or Threat spends in the case of NPCs. They reduce difficulties for characters attempting tasks the advantage relates to or make that task possible where it normally wouldn't have been. Advantages can be shared, as either a new location or situation trait, or can be personal to a character as a character trait. Remember that you can always spend Threat just as players spend Momentum, creating advantages for your NPCs during a scene or encounter. Advantages can never be used as a complication against a character – they are only ever helpful.

Complications

Complications are traits that get in the way or complicate a character's tasks. They either increase a task's Difficulty or make it impossible where normally it would have been possible. A complication allows for creative additions or changes to your scenes and is the type of trait the gamemaster has most agency over during play. For example, an engineer might succeed in their task but blow out some power relays, blocking them off from their crewmates. In essence, this creates a new obstacle for the player characters. Combined with incoming Romulans, it could make for an interesting encounter. Alternatively, it could be saved for later when the players come to spend Power – it could hinder the players when they need it most. But complications aren't as powerful as spending a lot of Threat, and players should be able to overcome those setbacks with a task or a short challenge.



Complication Range

COMPLICATION RANGE	COMPLICATIONS OCCUR ON...
1	20
2	19-20
3	18-20
4	17-20
5	16-20

You can also increase the complication range of a task, given the circumstances of the scene or the task. By increasing the complication range you give more possibility to a complication arising, letting you either bank 2 Threat or create a complication for that player character.

Values and Dictates

Values form the fundamental aspect of a character's beliefs and personality. They define who the player characters are and how they react in any given situation. While players can use these values to grant them a use of their Determination, and it gives them a framework to roleplay by, you as the gamemaster can use those values against a player character, giving them the option of accepting a complication.

Citing a value to develop a complication for a player uses the character's beliefs against them to develop drama and a mechanical disadvantage within the mission. If a character value would ever mean that the character would not act as the player intends, or if it brings up dramatic conflict because of the circumstances, then present the player with a decision. The player character can either:

- Accept a complication about their value and receive one point of Determination
- Decline the complication

If the player accepts the complication, then it could change the scene in one of the following ways: increase the Difficulty of tasks relating to that complication or make certain tasks impossible. In this instance, a complication may take the form of prohibiting a certain course of action. Complications relating to values are always personal and don't affect other characters. This could mean that the player character finds it more difficult to attempt tasks relating to that value or simply won't attempt them at all.

Players should always be allowed to accept or decline the complication, and should be aware of the consequences of accepting it: they should know the nature of the complication they're accepting before they choose to accept it. It is important that players feel a sense of agency – being able to control their character's actions – and inhibiting them from certain actions may halt the game.

Ultimately, complications of this nature should add drama to a scene or encounter and shouldn't unnecessarily stop players from acting as they wish.

Players may wish to challenge the value that caused them complications, based on what happened on the mission in which it was invoked against them, which should be encouraged as it lets their character grow and develop, adapting to their circumstances and experiences. This ties directly to a primary tenet of *Star Trek*, that the people of the setting, no matter their species, are dedicated to some form of lifelong learning, discovery, and self-improvement.

Threat

Threat provides a unique mechanic to raise the stakes of the scene, encounter, or even the entire mission. It allows you to increase task Difficulty, provide complications, and change the scene in your favor.

The gamemaster usually begins every session with 2 Threat for each player at the table (some published adventures have the gamemaster start with more, depending on how challenging the adventure is meant to be for players). This allows you to have a pool of Threat available at the beginning of the game. You will also gain Threat in the following ways:

- **Immediate Momentum:** Whenever a character uses an Immediate Momentum spend – such as to buy bonus d20s – they normally choose to pay that cost in Momentum from the group's pool. However, the character may instead choose to pay some or all that cost by adding 1 Threat to the pool for each point of Momentum that would otherwise have been spent.

- **Complications:** When a character suffers one or more complications on a task, they or the gamemaster may choose not to have the complication take effect, in exchange for adding 2 Threat to the pool.

- **Threatening Circumstances:** The environment or circumstances of a new scene may be threatening enough to warrant adding 1 or 2 Threat to the pool automatically. Similarly, some NPCs – this will be listed in their rules – may generate Threat just for turning up, in response to circumstances, or by taking certain actions. This also includes activities that escalate the tensions of the scene, such as player characters using deadly force.

- **Non-Player Character Momentum:** NPCs with unspent Momentum cannot save it as player characters can – NPCs don't have a group Momentum pool. Instead, an NPC can spend Momentum to add to Threat, adding one Threat for each Momentum spent (Repeatable).

Threat Spends

- **NPC Momentum:** The Threat pool serves as a mirror for the players' group Momentum pool. Thus, NPCs may use Threat in all the ways that player characters use group Momentum.
- **NPC Threat Spends:** For any action or choice where a player character would add one or more points to Threat, an NPC performing that same action or choice must spend the equivalent number of points of Threat.
- **NPC Complications:** If an NPC suffers a complication, the gamemaster may prevent the complication by spending 2 Threat.
- **Complication:** The gamemaster may create a complication by spending 2 Threat.
- **Reinforcements:** The gamemaster may bring in additional NPCs during a scene. Minor NPCs cost 1 Threat apiece, while Notable NPCs cost 2. Starship reinforcements cost Threat equal to their Scale.
- **Environmental Effects:** The gamemaster may trigger or cause problems with the environment by spending Threat.
- **Reversal:** The gamemaster may end a scene or encounter prematurely, with the situation unresolved, by spending 2 Threat for each player character present in that scene or encounter. The gamemaster describes the manner in which the situation escalates or deteriorates in a major way – such as large numbers of enemy reinforcements, or some other imminent catastrophe – and then ends the scene. This cannot be used to harm or kill the player characters directly, only to radically change their circumstances, and the players should be given a few moments to discuss their new situation before the gamemaster sets a new scene (either with those characters, or, to raise the tension, with other characters elsewhere).

Melee Attacks in Combat

Melee attack tasks in combat are always opposed tasks and, as such, a number of outcomes can present themselves.

- **Attacker wins** and inflicts Stress to their target – This result is easily adjudicated, track the Stress to your NPC.
- **Target wins** and inflicts Stress to their attacker – In a reversal of fortune, your NPC wins the fight and can inflict Stress on the player character.

Always remember that you can spend Threat to create opportunity and gain more d20s or to increase your opponent's Difficulty. In such cases, both sides must decide whether or not to increase Difficulty by spending Momentum or Threat before either side picks up the dice. Similarly, both sides must have determined if they wish to buy any dice before either side rolls (this is best done by both sides choosing in secret and revealing just before they roll).

When you are framing a scene, it is up to you which traits you establish, affecting how the player characters will interact with the scene. Once the scene is underway, the only way to change those circumstances is the use of Threat, or through the actions of NPCs.

This is very important: **any change the gamemaster wishes to make to circumstances once a scene has begun must come from either an NPC or from spending Threat.**

You could bring in reinforcements during an encounter, or increase the Difficulty of curing a virus, but Threat really comes into its own when used as a creative tool to completely change the circumstances the player characters find themselves in. From plot twists to unexpected events, Threat can be used to create a shift in the dramatic conflict. You could spend that 5 Threat to bring in five more Romulan warriors, but what if, instead, the klaxons on board suddenly sounded "Self-destruct sequence initiated, silent countdown begun…" The encounter has changed completely and the player characters need to decide how to act next.

Threat also relies on an economy with the players at the table, as well as the Threat your NPCs generate through their own "Momentum." Remember that players can always pay for their Create Opportunity Momentum spend (page 282) with Threat. You may also wish to bank 2 Threat instead of implementing a complication from a player's dice roll.

It's especially effective when the way the gamemaster spends Threat has a clear tie to the way Threat was generated in a scene. If the scene says there's an alarm panel, then an NPC activating that panel may add to Threat, and then that Threat can naturally be used to bring in reinforcements, creating a sense of cause and effect. This approach can be helpful for making Threat seem like a natural part of the process, rather than something abrupt or intrusive.

Opposed Tasks

Opposed tasks are just like tasks above, except there is an active, opposite force working against the player characters. It's at this point that you can actively roll dice related to the task at hand, based on your NPCs or other forces working against the players.

Opposed tasks, in general, should only be attempted by sentient beings, or other opponents capable of reason and dynamic opposition (which includes sophisticated computers and other automata). Environmental factors like freak weather, atmospheric conditions, and stellar phenomena only raise Difficulties or are forces to be overcome by the player characters and are covered better with traits or complications. It's a great opportunity for NPCs important to the story to be highlighted through dice rolls as well as roleplaying. Main adversaries can be showcased in this way,



and it's also a great opportunity to develop some additional Threat if the NPC does particularly well. You should use opposed tasks in moments of direct, non-life-threatening conflict, or where both player character and NPC are striving for the same simple goal within a scene.

Interpreting the results of an opposed task calls for a greater degree of bookkeeping because the gamemaster needs to adjudicate both results and then compare the two, accounting for all the gained Momentum or complications that may arise. You may even find you need to think on your feet when it comes to narrating the outcome, with the possibility of both sides succeeding on the task or both failing. How should one party win out if both succeed? How do both of the characters acting manage to fail the task? Opposed tasks can create a momentary sense of drama or tension as well as having unexpected and exciting consequences for the story.

Extended Tasks

Extended tasks provide a greater challenge for the player characters than normal tasks. While tasks represent attempting to resolve a problem with one approach and in a short amount of time, extended tasks give the gamemaster the opportunity to present problems that require a longer amount of time and greater degree of work to resolve while there is pressure on the characters to achieve the task. At their heart, extended tasks are a pacing tool, designed to extend a difficult or dangerous activity in order to emphasize the peril and create drama and tension.

Extended tasks should only be introduced where there is a definitive pressure on the player characters to achieve the task; that pressure ultimately provides excitement and drama, and without it, an extended task will feel like rolling dice for the sake of rolling. The following suggestions can provide this by adding some peril or problem that worsens the longer they take.

- **Combat:** The extended task takes place during combat (see the combat rules for more details). Tasks can only be attempted on a character's turn, and the rest of combat rages around the characters as they attempt to complete the extended task. The dangers inherent in combat offer plenty of risk to make an extended task exciting, particularly if overcoming the extended task is the objective for the combat as a whole – the combat ends when the extended task is completed, and the combat serves to put pressure on the characters while they work toward that goal. These sorts of extended tasks can also be a useful way to keep non-combat characters occupied during a combat, as their skills might be vital to the extended task.

- **Consequences:** The extended task itself is risky, with potential consequences either for failed tasks, or for complications that occur during attempted tasks. These consequences may involve damage, or other lingering problems that make it unwise to make too many attempts. Defusing a bomb which has anti-tamper mechanisms or disabling a booby-trapped system – methods favored by Romulans and Cardassians – are good examples of this kind of extended task, with failed attempts or complications triggering a response from the device. Attempting to achieve an objective stealthily is another good example, where failed attempts or complications can draw unwanted attention.

- **Limited Attempts:** The extended task can only be attempted a set number of times, normally equal to the Magnitude, or one lower than the Magnitude, depending on how problematic the extended task is meant to be (less is more problematic). If the number of attempts are used up without the extended task being completed, then the characters suffer some manner of consequence.

- **Peril:** The extended task takes place amongst some persistent peril or hazard. This might be a constantly-hostile environment (such as a barely-breathable atmosphere, extreme temperatures, deadly radiation, or some other environment that will have a constant effect), or an environment that presents a risk (such as being on the hull of the ship wearing an environment suit, where a suit breach or being knocked away could prove disastrous). If there's a constant peril, the characters suffer a small amount of damage or a complication with each attempted task (see Damage, Injury, and Recovery, later), making it dangerous to spend too long attempting the task. If there's a risky environment, each attempted task adds one point to Threat, which the gamemaster may spend to turn that potential for risk into actual danger.

- **Time Pressure:** The extended task must be completed within a set amount of time, and exceeding this time limit either makes it impossible to progress or results in some severe consequence. At the start of the extended task, the gamemaster determines the number of **intervals** that the extended task must be completed within, and how long a period that each Interval represents (ten minutes, an hour, a day, etc.). The ideal number of intervals is about 2-3 times the extended task's Magnitude, with a smaller number of intervals resulting in more time pressure on the characters. The gamemaster should also determine what happens when time runs out – this should be a severe consequence, and it may even be fatal or disastrous. Each task attempted takes two intervals, though this can be reduced to one by spending 2 Momentum on a successful task, and/or increased by 1 for each complication suffered (instead of the complications' normal effects).

Extended tasks have several considerations when framing them for players. You should build your extended tasks with the following in mind, and be cautious about when to implement them.

Stress Track

The Stress track of an extended task is a number from 5 to 20, which players progress along depending on the totals scored on Challenge Dice. Progress can be an indication of how much time is required to resolve the extended task or how complex the problem is, but care is required when framing this within a mission. If the extended task is not of much importance for the ongoing story, but is required in the session, consider giving it a low Stress track value, between 5 and 10. Only extended tasks that provide genuine tension to player's engagement with the plot of the mission, or are imperative to resolve the conflict at hand, should be given longer Stress tracks.

There is a danger that longer extended tasks could become tedious, as a lot of smaller tasks and Challenge Dice rolls are required to resolve them, particularly if luck is not on the players' side. You should always keep in mind the dramatic situation at hand, narrating how progress is being made, rather than relying on the dice and the mechanics to tell the story. How does the character's approach or discipline being used inform the progress? Are there any specific approaches that should be especially effective, giving the character extra benefits for effects rolled on their ?

Magnitude

The Magnitude of an extended task represents how large and complex the task is, and also provides the players with the number of breakthroughs they require. Magnitudes of 1 or 2 should be used when a problem or project isn't very complex or outside the normal remit for the characters.

Long-Term Extended Tasks

Normally, an extended task will take place within a single scene, and may often be the key activity that defines a scene. However, it is possible to use them to represent a broader problem, resolved across several scenes, an entire adventure, or even several sessions of play.

These kinds of extended tasks tend not to have immediate, severe consequences, and commonly represent a problem being worked on over a protracted period, such as a long-term project by a member of the crew. They can also be used to help shape the pace and progress of a whole adventure, with one attempt made in each scene – that attempt will be affected by the scene it takes place within, and the result of that attempt may shape following scenes for good or ill.

With a long-term extended task, it's important to define how frequently attempts can be made to overcome it. This should be proportionate to how long it is meant to last – an extended task lasting an adventure should allow no more than one attempt per scene, while one lasting several adventures should only allow one attempt per adventure at most.

Greater Magnitudes of 3 to 5 represent very complex problems or situations with newly discovered phenomena or unusual circumstances. Like the Difficulty of normal tasks, environmental factors or adverse situations may increase the Magnitude by one or two steps, but the gamemaster should be careful making increases, as repeated tasks at a Difficulty at 3 or more will drain players' resources or give you Threat based on their choices. Difficulty can always be increased or reduced through advantages or complications.

Breakthroughs

A breakthrough represents success in an extended task, a point in the scene or encounter where the player characters both make some progress toward resolving the problem and gain some insight into its nature. Breakthroughs occur when the players roll well, when their characters do good work on the problem at hand, or at the end of the work track when a lot of work has already been done. Breakthroughs early on could be "eureka moments," maybe providing the player characters with some insight into what actions are having the most effect. In a mechanical sense, it reduces the Difficulty by 1. A breakthrough may also award them additional Momentum in future tasks relating to this extended task or give them a better idea of which disciplines would be more appropriate or useful. Breakthroughs when the work track is full come from a lot of work already being done on solving the problem at hand and so the results ride on the progress already carried out.

Resistance

Resistance should be reserved for the most arduous of extended tasks, where obstacles have been placed in the way of the characters by opposing forces, or where environmental factors make progress particularly difficult. Resistance will make the extended task longer, so only use it where necessary to the dramatic tension, or as the actions of the NPCs or situation make things more difficult. Momentum spent by the players can reduce Resistance; this can be made sense of dramatically by the characters finding a way around the challenging factor or succeeding at their task in such a way that it mitigates the obstruction of their attempts.

Complications

When complications come up in extended tasks, they have ramifications for the work or Resistance of the task. Narratively this could come down to a number of reasons, such as technology overloading or breaking down due to adaptation, gaffes in political situations, or biology or naturally-occurring phenomena adapting to the characters' actions. Complications from extended tasks don't usually carry over into the story as a whole unless absolutely appropriate.

Peril and Time

It may be that the extended task occurs without constraints on time or without an imminent danger, but, while framing the extended task, the gamemaster should consider the situation around the task. It may be that the players only have a certain amount of time to complete their attempts to resolve the problem, meaning limited attempts should be placed on the players' tasks, related to the Magnitude. Or the extended task may be attempted around an immediate peril or during conflict, in which case the Magnitude may be greater or characters may take damage from attempts or complications. Framing an extended task within a perilous scene or encounter will build the tension and make the tasks exciting for the players.

Challenges

An overarching goal or complex situation may call for a **challenge** to be structured by the gamemaster. Challenges are a series of tasks, or even extended tasks, arranged in such a way as the outcome of one influences or allows for another task. A basic challenge should have its key tasks described to the players, these key tasks being the jobs the player characters need to complete before the overall problem has been overcome. These key tasks can be attempted and completed independently of each other; however, there are a variety of interesting ways to structure challenges as explored below.

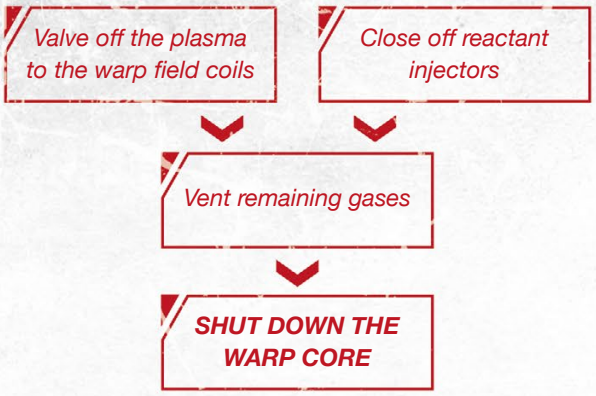
Linear Challenges

Tasks in a linear challenge happen one after the other in a series of rolls. The first task must be completed before the second can be attempted, and so on. This is a limited way of structuring the challenge but does give clarity to the players on what they need to do. While it can be a little uncreative for players, sometimes situations call for a very specific response or course of action. Linear challenges are a good way to add a little depth to a challenge without the need for a lot of bookkeeping.

Example: *A group of newly-assigned warriors are trying to navigate their way through the wilderness after crash-landing on an unfamiliar planet, trying to reach a Klingon outpost. Each key task in the challenge represents a single obstacle along their route, which they will logically encounter in a specific order. First, they must determine which path to take to get to the outpost. Then, they have to carefully navigate a hazardous ravine. Finally, they must traverse a predator-infested geyser field to reach their destination.*

Gated Challenges

In a gated challenge, the key tasks can only be attempted once other tasks in the challenge have been completed. This provides the players with a little more flexibility, allowing them to approach the challenge from a number of angles, or choose from branching options. When building gated challenges, you should note your final task or objective in the middle or at the end of your structure, then place the other key tasks around it, indicating what tasks must be completed before the players can move onto the others.



When a whole group is attempting a challenge, it's important to remember who is helping and where. If a character is assisting another, then they can't help another character – they can't be everywhere at once! Once a task has been completed, however, it's feasible that those characters are available to work on another task. Their attention is also focused on that task, even if the scene is taking place with the whole group in a confined space. A character who tries to assist on every task arguably doesn't provide enough help to anyone. Always use common sense and the circumstances to decide if a character can or can't assist or attempt a task. It may be that completing one task frees them up for another, and you should always let the story inform your choice.

Non-Key Tasks

Players may want to spend time preparing for a key task, making rolls that don't attempt to complete the key task but instead prepare for it in some way. That's not a problem and, in this case, you should use your best judgement to frame the task, and its Difficulty. If successful, completing a non-key task could lower the Difficulty of the key task or add an advantage to it, but it alone will never complete the key task.

Example: *Nikki wants to repair the plasma manifolds in the lower decks of her warship, and the first key task in this linear challenge is an assessment of the damage. She wants to prepare by gathering the right tools, calibrating equipment, and the like. The gamemaster asks her to use* ***Reason + Engineering****, with a Difficulty of 1. With a target number of 15, she rolls 4 and 13 on 2d20, scoring two successes. She adds the advantage "Right tools for the job" to the scene and banks 1 point of Momentum. That gives her an advantage when attempting the first key task in the challenge.*

Timed Challenges

Combining the pressure of time, or a deadline, to any of the above structures can add tension to the scenes in which the challenge takes place, and you should always have consequences in mind if time runs out. Make sure you have a clear idea of how many intervals the challenge takes, normally around 2-3 times the number of key tasks, and have a good idea of how long that interval is: 30 minutes, an hour, a day? Once that's framed, keep track of how long task attempts have taken and how long the player characters have left – and if they aren't aware of that you can build tension by telling them! Task attempts always take 2 intervals of time, because players can reduce that to 1 interval by spending Momentum. Also bear in mind that if players wish to prepare for tasks, that will take time, too. Don't be afraid to tick off some intervals in the process. Ultimately, a combination of time and the structures above can bring some diversity to your game and add in some tension or climax once the final key tasks are being attempted.

Opposition

Your NPCs may be in a position to interfere with the player characters' plans or even to attempt the same challenge. In this case, you'll want to consider what kind of opposition they provide and how to use that in the challenge.

Disruption provides an increase in difficulty but nothing more, and could come in the form of traps or preparations NPCs have made before the player characters attempted the challenge. This is great if your NPCs knew the player characters were coming, or were clever enough to establish contingencies, should their plans be interfered with.

If your NPCs are present and can act at the same time as the player characters, you may want to make the tasks in the challenge **opposed tasks**. This represents the NPCs trying to accomplish the same thing as the players but for a different reason or end result. It could also be opposition in the form of sabotaging the players' actions. As with opposed tasks, new advantages or complications may arise from Momentum or Threat spends, or failed rolls.

Contested challenges form a race for either the players or the NPCs to complete the tasks first. In this case, you should resort to a turn order, much like conflict as detailed in Chapter 6. Both sets of characters will attempt a task but one after the other, back and forth, until every character has been able to act. Take as many rounds as you need for one side to complete the challenge, at which point the group that didn't complete it has failed. It could be that you lock off tasks based on who succeeds first – in which case, the side who cannot attempt the key task should take appropriate steps and attempt tasks in order to unlock that key task again. In this situation, the groups effectively take control of certain tasks once complete; this should only be done if there are multiple ways of completion, as in a gated challenge.

Always be mindful that groups of characters attempting the same tasks can meet and, if they have different goals, may come into conflict. Always be ready for the groups to collide in a combat encounter to punctuate the overall challenge.

CHAPTER 08.40

GAMEMASTERING

PLAYER CHARACTERS

"YOU SWEAR WELL, PICARD. YOU MUST HAVE KLINGON BLOOD IN YOUR VEINS."

– GOVERNOR VAGH

WHAT MAKES US DIFFERENT

Star Trek Adventures can be a markedly different experience from other examples of both the roleplay gaming and science fiction genres. Where most science fiction stories focus on conflict, wars, aggressive aliens, and humanity as heroes, *Star Trek* can be seen, on the whole, to subvert those tropes, leaning more toward a future in which understanding, cooperation, exploration, and discovery is the focus and driving force of its stories. The opening sequence of the original *Star Trek* series begins with Captain Kirk explaining the five-year mission of the *Enterprise*: "to explore strange new worlds, to seek out new life and new civilizations," not for war but for knowledge.

In that sense, ***Star Trek Adventures*** is not your usual brand of roleplaying game, in which most time spent at the table is engaged in armed conflict with monsters or antagonistic species. ***Star Trek Adventures***' missions and campaigns, even those with a Klingon orientation, will always have a strong element of exploration and discovery in some form, with each player character having a key role in supporting that effort. This section will tell you, as the gamemaster, how to highlight those individual player character roles in a game on the frontier of the *Star Trek* Galaxy.

CONQUERING THE STARS

COMMAND

Those players taking a role within the group as captains of their vessel or commanders of their officers have made the decision to bring leadership and authority to the player group dynamic. These players form the core decision-making characters within the group, leading teams and making tough choices.

Command characters often excel in diplomatic situations or scenes which rely on the Presence attribute and Command discipline, so make sure these players are engaged in those scenes, while other attributes in conjunction with Command may aid them in different situations. Command characters will have some other, secondary, specialties to their character, placing more importance toward one of the other disciplines during character creation. Make a note of these abilities and encourage their use or provide opportunities to show how that training might influence the character in the command decisions they make.

Most player groups are normally governed by group consensus in their roleplaying games and, while this can be true of your missions, there are story elements that may require the captain or commander to make a decision on behalf of their crew. This can always be done in an out-of-character fashion as a discussion in which the whole group has a say; however, the command role really shines when a difficult decision has to be made by one individual, and there may not be time for counsel. The gamemaster might mark key moments of decision-making in the upcoming mission before the session, so that when they come up it is down to the captain or the commander what course of action to take.

In terms of rules, the command role is often one of assistance and direction. In combat, command characters may order their fellow player characters, granting them an additional task in that round of an encounter, providing assist roles in other scenes, or inspiring them to greater heights by generating Momentum. They are also the focal point of starship combat, as their orders should be followed by the bridge crew. Command characters can be a linchpin in tactical play while engaged in starship combat, the one who holds a strategy in their head while each other character fulfills a specific duty on the bridge.

Values for command characters will often be strongly phrased toward leadership and core Klingon beliefs, and thematically it is a captain with strong values that shapes the ship and their crew to act and react in a certain way to the discoveries they face out on the frontiers of space. It's the command character's values that arguably should be the ones of most importance, as these values will shape the whole group's strategy for completing missions. Challenging these values may have more impact on the ongoing missions of the crew and, as such, particular attention should be paid to both the commanding officer's, and the first officer's, values.

Conn

Conn roles aboard warships focus heavily on piloting and navigation, and players who choose this role imagine controlling massive warships, flying shuttles and scout vessels, and setting course for the unknown.

Conn characters excel in moments of tense action in which harmful spatial phenomena need to be navigated, shuttlecraft need to be piloted through the tightest terrain, and where the crew requires a steady hand and strong nerves at the controls. Their attributes lean heavily toward Control and Daring, while the Conn discipline is their most valued, so creating situations in which these are tested, or raising the stakes by increasing the Difficulty of these tasks, will make the conn officers of your game shine. Conn officers will also have knowledge or even some focuses in astronavigation or the theory of phenomena and anomalies, and this knowledge can be key to the success of a mission or the survival of the crew. Highlighting these challenges for the conn officers provide them some interesting moments in the game and a chance at the spotlight in a session. Beyond this, conn officers tend to be versatile, with their abilities often useful in a variety of situations, allowing them to fare well in combat and engineering challenges as well as when flying the ship.

Their values may be about taking risks or on focus and control; challenging those values may be difficult, but they will give conn players a needed boost in deadly moments.

Security

Many Klingon warriors will emphasize the Security discipline, as befits military personnel in a warrior culture. They will see action in landing parties, ship-to-ship combat, boarding actions, and even in resolving disputes amongst themselves. Players who choose to emphasize their Security discipline will often be tasked with defending their fellow player characters, and be proficient in both physical and ranged combat.

Warriors take the main role in scenes that require feats of physical strength, tests of fitness, of martial prowess, or strategic insight. They come into their own while in combat encounters, often having the highest potential damage in the player group, as their score in the Security discipline is likely to be the highest and directly influences the they roll for their attacks. In these encounters, the mightiest warriors have the spotlight, often ordering or directing teammates on courses of action while being the key strategist. But while it may seem simple to focus on battle, what other roles do warriors fulfill when security is not an issue?

During starship combat, a weapons officer concerns themselves with the ship's tactical systems, preparing weapon systems, firing disruptors and torpedoes, and giving tactical appraisals to the commanding officers. They can also take the lead during investigations of Klingon jurisdiction and keep order aboard Klingon vessels and outposts, rooting out dishonorable conduct like a hunter stalking prey. They could even become wrapped up in a plot within Imperial Intelligence.

Warriors are prepared to lay down their lives for the values they uphold and this should be tested as far as it can, depending on the mission. Their values may also reflect their dedications to particular organizations or individuals, which could change depending on a series of missions or when that faith is tested. Challenging a value in this way could be a key part of their character development.

Engineering

Engineering officers are the mechanical bedrock of the KDF. As experts in their field, they have an in-depth knowledge of the technology available to the Empire and aren't afraid to improvise and adapt the technology at their disposal in order to overcome trouble. Players who choose engineering characters expect to get their hands dirty in the engine room of the players' warship and lead technical tasks, providing valuable, creative ideas during a mission.

Head engineering officer aboard a warship is a prestigious role and one that shines in times of conflict and during problem solving. These are the players who will predominantly manage the power systems of a warship and push the laws of physics to their very limits. They favor the Engineering discipline but may also have some Science knowledge, with focuses based around their particular fields of expertise. They will revel in challenges and tasks related to repair, reverse engineering, or even adaptation of current technology. See "Today is a Good Day to Die!" in *Chapter 3: Core Rules* on page 76 for more guidance on handling the rules when your engineers have an idea they want to try and make a reality. You can challenge these characters by giving them complex mechanical and technological tasks and mysteries, as well as working on emergency repairs while in starship combat.

An engineer's values might be tied to a sense of invention and discovery, or they might be more practically applicable. Challenging their values will likely come through new discoveries or adapting technology, or where the engineer has failed to make repairs at the cost of a starship or crewmates' lives.

Science

Characters in the sciences division are the ones who revel in the search and discovery of new planets, phenomena, and alien life. They work predominantly as advisors to the commanding officers and the rest of the player group; however, they will find their own reward in being the first to make a discovery or even find something that changes their whole perception of the Galaxy.

A career in the sciences is one in which those individuals have excelled in their fields compared to their peers, and often carries a social stigma as scientists are commonly

looked down upon by the warrior caste…at least, until the science officer's insights help their comrades secure victory. Science officers come into their own when knowledge and theories add to the crew's engagement with the mission they are on. They delight in the discovery of new phenomena, as well as providing the team with unique insights and possible solutions to the problems they face. Science officers usually have high Reason and/or Insight as well as high scores in the Science discipline and possibly Engineering or Medicine. Science officers are challenged when they are called upon for new theories and the practical application of those theories. Their players will want puzzles to solve and new phenomena to study and catalogue, turning the unknown into studied experience.

A science officer may be the one of all the player characters who has values closely tied to exploration and discovery, which means that the development and challenging of those values can come easily from making those discoveries and finding out something new about the Galaxy.

Medical

Medical officers are distinct within the player group for being the individuals on the crew to shine in the field of medicine and medical care. Players who have chosen this path have dedicated themselves to the care of the player characters' well-being and may have taken an oath to heal the injured and sick, whether they are Klingon or not. They will usually take an interest in several areas of medicine, including xenobiology, and may be learned in the physiology of many species.

Orders and Group Cohesion

Gamemasters with ranking officers at the table should note that roleplaying is a collective storytelling experience, and most games favor decisions made by the group as a whole. Captains may order subordinate characters, but commanding officers like Koloth and Martok often rely on information provided by their senior officers to make decisions. Commanding officers surround themselves with experts and often make decisions by consulting these experts. This way, a player group will feel like they have made a group decision, even if the captain's word is final.

The player character in a medical role should have the highest Medicine discipline score of the group, meaning they are the most qualified individual when it comes to diagnosis, surgery, dispensing medicines, and clinical examination. They will relish challenges of this nature – injured crewmates, discovering and curing new diseases, and investigating medical mysteries. While other player characters may have a Medicine score of only 1 or 2 below the head medical officer, you should reserve key successes and information on progress in certain related tasks for the head because of their unique role.

A medical officer's values will invariably be based in their work. Healing others and saving lives are vital to a medic's duty, and they would not pledge themselves to such a task unless it spoke deeply to their values. That may come into question when facing an alien species bent on genocide, or where the cure of a disease may come at the cost of hurting other sentient life.



GAMEMASTERING

CHAPTER 08.50

SUPPORTING CHARACTERS

"WE DO NOT FIGHT MERELY TO SPILL BLOOD, BUT TO ENRICH THE SPIRIT."

– EMPEROR KAHLESS II

OVERVIEW

As detailed in *Chapter 4: Reporting for Battle*, **supporting characters** are a type of character, along with main characters, that are created and controlled by the players during a game of ***Star Trek Adventures***. Supporting characters are less detailed and are created in a less involved manner than main characters, and are not "owned" by any specific player. Instead, supporting characters are created as and when circumstances require within the game.

As a reminder, supporting characters serve the following purposes:

- They represent the rest of the ship's crew in play, giving the players subordinates to command, which helps provide the experience of being a senior officer in play.
- They allow players to take on different roles in play, allowing them to capitalize on a skillset that doesn't exist among the main characters, to play a more active role in an adventure that doesn't focus on their main character, or account for players who are absent.
- They allow the players to split their characters between different activities in different locations without being left out of the game for long stretches.
- They allow smaller groups of players to bolster their numbers during challenges, such as by ensuring that enough bridge stations are manned during a space battle.

CREATING A SUPPORTING CHARACTER

A group of players will have a maximum number of supporting characters that can be used during a single adventure; this number is the crew support of the group's ship (crew support is described in full in *Chapter 7: To Command the Stars*). During an adventure, players may choose to introduce one or more supporting characters at the start of any scene, either creating those characters anew or choosing from amongst previously created supporting characters.

While it is the players' responsibility to create supporting characters, you may choose to do so as well, depending on your game's needs and your group dynamic. Some players relish the opportunity to contribute to the overall game experience by creating supporting characters and sharing the logistical workload, while others prefer to show up and play and may not want to be bothered by creating NPCs. If you discover your group needs a few more supporting characters to choose from, by all means create some, but only after first asking the players if they'll take on the work themselves.

USING A SUPPORTING CHARACTER

At the start of a scene, a player may choose which character they are using: their main character, or one of the supporting characters currently available. For the duration of that scene, that player will control the character they have chosen – the character chosen is a player character.



PRONUNCIATION: *butlh ghajbogh nuv'e' ylHo'*
TRANSLATION: Admire the person with dirt under his fingernails.

The player, and the gamemaster, should keep in mind – or keep note of – where the main characters and supporting characters are at different times. This means that if you end a scene, and then establish the next scene in a location occupied by a different set of characters, the players can easily switch to the appropriate characters without having to stop and figure out who is and isn't involved.

If a player has multiple characters in a single scene, then the player may not directly control those other characters. Characters which are not under the direct control of any player cannot perform the full range of actions and tasks available to a character under a player's control. As gamemaster, you should familiarize yourself with the content on pages 124-126 so that you can provide advice to players who choose to play supporting characters in a given encounter or scene.

Supporting Character Options

As a reminder, there are a few optional rules that affect the way supporting characters are used in play.

- **Extra Players:** In a group with a small number of players, some challenging situations can become more difficult than they otherwise should be. If the group has three or fewer players, you may allow some or all of the group's players to take control of two characters during a scene; this would increase the number of player characters, each of whom gets their own turn during a round of combat, for example. You may vary this from scene to scene or apply it only to specific types of scene (such as space combat, to ensure that all the vital bridge stations are filled).

- **More Orders:** In combat, the Direct task may be used by any player character, so long as they are using it on an uncontrolled character that they have authority over. When used on another player character, the normal limits for the Direct task still apply.

Chapter 08.60

GAMEMASTERING

Non-Player Characters

"Own the day!"

– Klingon battle cry

Overview

The many life-forms that characters are likely to face come in many shapes and sizes, and where some are mighty entities that can stand alone against many foes, others function in coordinated groups. The following categories exist for NPCs:

- **Minor NPCs** are rank-and-file personnel and ordinary people, and are the normal type of NPC present in a scene. Minor NPCs cannot spend Threat to resist suffering an injury. Minor NPCs do not have values or focuses.

- **Notable NPCs** are more dedicated and resourceful characters, often with specialist skills and exceptional talents. Notable NPCs can only spend 2 Threat once to resist suffering an injury. Notable NPCs have one value and a few focuses.

- **Major NPCs** are leaders amongst their kind, with a wide range of skills and abilities. Major NPCs have no limit on the number of times they can spend 2 Threat to avoid an injury in a single scene. Major NPCs are usually unique, named characters, who have the full range of values, focuses, and talents.

The Look of Humanoid Aliens

Many *Star Trek* humanoid aliens appeared much like Humans, with varied skin tones. While that doesn't stop you from inventing strange new life forms, they do form the backbone of alien civilizations throughout the Galaxy and are the most relatable. They often have variations in their foreheads, brows, noses, mouths, complexions, or even hands and feet, so feel free to add these details when describing your alien species, but remember these appearances won't have a direct impact on the character's traits.

Categorizing NPCs

The clearest way to consider the various categories of NPC is to equate them with the types of character on the shows:

- **A Minor NPC** is an incidental character; they don't have any dialogue, or they only speak a couple of lines, and they're mainly there as an extra standing in the background, or an unnamed foe in a battle.
- **A Notable NPC** might be given a name, or they might speak a few lines of dialogue, or they might get some specific attention in a tense or action-packed scene. They don't appear in more than one or two scenes, though. The extra emphasis on the character means that they get a little more detail.
- **A Major NPC** is named, developed, receives plenty of dialogue in the scenes they appear in, and they appear in several scenes. They're treated similarly to player characters in most ways, as befits characters who may be present in several scenes, or be the focal point of particularly involved or tense scenes. Some Major NPCs may even reappear in subsequent adventures, as a recurring ally or adversary (or even both).

The Cast of Adversaries

The gamemaster also takes on the roles of the various antagonists the player characters meet and act against in missions. At times, you will roleplay and resolve actions for those characters, from friendly Klingon generals to hostile Starfleet officers and inquisitive, newly-discovered species.

Roleplaying as an NPC is one direct way to bring her stories to life. Villains are often remembered for their deeds in *Star Trek*, from Khan Noonien Singh to the Borg Queen, Garth of Izar to Data's '"brother" Lore. But they are also remembered for their personalities, which, at the gaming table, can be as fun to watch as the players' favorite *Star Trek* episode. Many adversaries are the same regardless of whether you're playing a Starfleet game or a Klingon one, but a Klingon game has one extra difference: Starfleet officers, the likes of James Kirk, Jean-Luc Picard, or Benjamin Sisko, with all their presence and rhetoric, are potent (and fun) adversaries for a Klingon game.

We're not saying every gamemaster needs to be able to deliver award-winning dialogue, but describing what makes your NPC an individual will make your game come to life and engage your players.



Random Physical or Mental Traits

D20 Roll	Trait
1	Spines
2	Extremely long tongue
3	Low body temperature
4	Breathes a different element
5	Sensitive to vibrations
6	Hermaphrodite
7	Sensitive to light
8	Large teeth
9	Excessive fur
10	Inhale food whole
11	Breathes a different gas
12	Chameleonic skin
13	Multiple stomachs needing constant food
14	Photosynthesis
15	Sleeps markedly less than most species
16	Empathic
17	Telepathic
18	Strong willpower
19	Eidetic memory
20	Multiple personality/identity in one body

Random Behavioral or Cultural Traits

D20 Roll	Trait
1	Tastes the wrist of the person they meet
2	Will only negotiate with one gender
3	Seals deals in blood
4	Worships another species
5	Vilifies another species
6	High ranking members do not speak
7	Do not mourn death
8	Take trophies of those they kill
9	Will only eat what they kill themselves
10	Never directly addresses a person
11	Will never disagree openly
12	Sleeps in groups
13	Will go into stasis while traveling
14	Won't use transporters
15	Intensely honorable
16	One gender dominates the sciences
17	One gender dominates the military
18	Pansexuality
19	Will not eat a particular plant / animal
20	Culturally significant clothing item

Roleplaying as Alien NPCs

Many *Star Trek* episodes introduce an alien species as the subject of the plotline, just for a single episode. These "aliens of the week" often have a couple of key qualities that separate them from the regular species seen on *Star Trek*. When it comes to creating these aliens, and roleplaying their various NPCs, it may be easier to use two or more traits rather than a one-word species trait to remind you of what they are like and how they are different. These traits can be physical, mental, cultural, or behavioral in nature, but they should always clearly contrast or complement the player character species available.

NPCs on Either Side

Under most circumstances, the rules for NPCs cover adversaries – those who are opposed to the player characters' goals in some way. Most of the time, NPCs whose goals align with those of the player characters don't require hard-and-fast rules to the same degree as adversarial NPCs.

That isn't always the case, however. And, in some cases, an NPC's goals may shift – at some points making them an ally, while at others making them an opponent. To handle this, use the following guidelines:

- **If an NPC is an Adversary:** The NPC spends points from the gamemaster's Threat pool to buy Immediate Momentum spends, and adds surplus Momentum to the Threat pool instead of having a group Momentum pool. Any instance where a player character would add to Threat, an adversarial NPC spends from Threat instead. NPC abilities that specifically cost Threat remove points from the Threat pool.

- **If an NPC is an Ally:** The NPC may add to or spend from group Momentum as the player characters do (the gamemaster may wish to let the players roll for the NPC's tasks and control their uses of Momentum). Allied NPCs treat instances where they would add to Threat in the same way player characters do. NPC abilities that specifically cost Threat add points to the Threat pool.

- **Changing Allegiance:** In any given scene, an NPC is either an adversary or an ally. The gamemaster determines which is the case for each NPC. This is most likely to be the case where an NPC is regarded as an adversary for some purposes (such as social conflict), and an ally for others (physical challenges, combat). The gamemaster should try and avoid situations where the NPC must be both adversary and ally simultaneously, to minimize confusion; if an NPC betrays the player characters, maybe have this as a Threat spend to emphasize it, while an NPC becoming an ally might be a reward for the players' successes.

NPCs as Opposition

Attempting tasks and acting in combat works exactly the same for NPCs as it does for player characters.

Suffering Stress with NPCs and starships, on the other hand, is different from the normal rules for player characters and their starships. These rules are streamlined for the gamemaster so you can focus on resolving actions quickly and allowing the player characters to have more of the spotlight in scenes and encounters.

NPC Momentum Spends

THREAT SPEND	COST*	EFFECT
Create Advantage	2, I	Establish an advantage in addition to the effect of a successful task, or remove a complication affecting the NPC.
Create Opportunity	1+, I, R	Grants a single bonus d20 to a task. No more than 3 bonus d20 can be bought.
Create Problem	2, I, R	Increase the difficulty of a task by one for every two Threat spent.

COMBAT THREAT SPEND	COST*	EFFECT
Bonus Stress	1, R	A character can increase the Stress inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds 1 Stress.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within reach.
Extra Minor Actions	1+, I, R	Take additional minor actions; cost is 1 per additional minor action.
Keep the Initiative	2, I	Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Penetration	1, R	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll	1	The player may re-roll any number of from the current attack.
Avoid Injury	2, I	Avoid suffering a single injury. The cost may be paid by suffering a complication instead. Other factors may increase the cost further. May only be used once per scene, though additional uses can be obtained.
Secondary Target	2	A second target within reach of the attack's target is also affected by the attack, and suffers half the attack's Stress, rounding down.
Swift Task	2	The character may attempt one additional task, increasing the Difficulty by one over what the task would normally require.

** I = Immediate, R = Repeatable*

During combat, NPCs react differently when damage is dealt to them. **Minor** NPCs cannot spend Threat to ignore an injury, and as such any damage over 5 points of Stress, after Resistance, immediately defeats a Minor NPC. You can spend 2 Threat for a **Notable** NPC to avoid one injury, but may not do it again in the same encounter, so the next time the Notable NPC suffers an injury they are defeated. **Major** NPCs may spend 2 Threat to avoid an injury as many times as they like, depending on the pool of Threat available. This gives them an advantage against the player characters, who can only avoid their first injury.

Threat as Momentum

The gamemaster's Threat pool also functions as a pool of Momentum for NPCs, as well as its usual function of allowing the gamemaster to alter the scene or encounter. As such, when NPCs gain extra successes when attempting tasks or attacks, those successes can be banked just as Momentum can, on a one by one basis, adding to the Threat pool. You may want to immediately spend that Threat, however, depending on the circumstances.

The Momentum spends on the table opposite (Immediate and Repeatable) are the most utilized when it comes to controlling NPCs.

NPC Starship Damage

While NPC vessels can make use of the full damage rules, this can become burdensome in larger battles where many ships are involved. In these situations, the following quick damage rules can be used as an alternative.

If no specific system has been targeted on an NPC ship using these rules, do not roll for which System has been hit. Instead, apply the following effects:

- **Impact:** Whenever the ship suffers one or more breaches, it loses a single turn during the next round. This is not cumulative. It also loses 2 Power.
- **Damaged:** If the total number of breaches the NPC ship has suffered is equal to or greater than half the scale of the ship, then the ship has been significantly damaged. This increases the Difficulty of all tasks attempted by the ship by 2 until repaired. The Difficulty to repair this is 3.
- **Disabled:** If the total number of breaches the NPC ship has suffered is equal to the scale of the ship, then the ship has been disabled. The ship is no longer fully operational and cannot take any further turns during this scene.
- **Destroyed:** If the total number of breaches the NPC ship has suffered exceeds the ship's scale, then the ship has been destroyed. The ship explodes in a burst of flame and a shower of scrap metal, though this explosion is not large enough to cause damage to other ships. You may

spend 2 Threat to have that explosion inflict X Stress on all other vessels within Close range, where X is the exploding ship's Scale.

Creating Non-Player Characters

Many NPCs are presented in *Chapter 10: Allies and Adversaries*. However, it may be that you want to create specific NPCs for a scenario, mission, or even a whole campaign. There are a number of methods, depending on the complexity you want to go into. Presented here are a variety of approaches, focused on the mechanics of attributes, disciplines, focuses, traits, and talents in order for you to quickly create robust adversaries and allies for your player characters to encounter.

Creating Minor NPCs

Minors form the rank and file members of an organization. They are the nameless extras in missions, groups of adversaries to face in a conflict encounter, or guards for a Notable or Major. If encountered alone, Minors shouldn't hold up the player characters for long.

To create a Minor NPC:

- Begin by describing their species as a trait (see Step 1: Species on page 96 for more information).
- Distribute scores of 9, 9, 8, 8, 7, 7 to their attributes.
- Choose two disciplines to set to 2, two disciplines to set to 1, and leave the other two at 0.
- Add one or two special rules, as described below.
- Determine final details:
  - Derive maximum Stress by combining their Fitness attribute and Security discipline.
  - Give them weapons and derive their Stress rating (Weapon value + Security discipline).

Creating Notable NPCs

Notables are a cut above Minors and are often aides to Major NPCs. They are comparable to supporting characters, and are usually named. If encountered as a group or with several Minors, Notables can form a more formidable obstacle and drain the player characters' resources, forcing them to use Determination or to buy Threat to overcome them.

To create a Notable NPC:

- Begin by describing their species as a trait (see Step 1: Species on page 96 for more information).
- Make their most important/applicable attribute a score of 10, then distribute scores of 9, 9, 8, 8, and 7 to the remaining attributes. Apply the character's species modifiers to their attributes.
- Make their most important discipline a score of 3, with two more disciplines a score of 2, the next two disciplines a score of 1, and the last discipline a 0.
- Name two or three appropriate focuses.
- Add two or three special rules, as described below.
- Give them a single value.
- Determine final details:
  - Derive maximum Stress from combining their Fitness attribute and Security discipline.
  - Give them weapons and derive their Stress rating (Weapon value + Security discipline).
  - Give them a name and rank or position, as appropriate.

Quick Promotions and Adjustments

The processes here are intended for guidance and are a quick and easy way of developing NPCs either at the table or before a game session. However, you may want to tweak scores presented in NPC descriptions to suit your story, mission, or game difficulty. You can always raise or lower attributes or disciplines, but always keep in mind that you should balance those scores: for every point you raise, you should lower another. Also remember that attributes at creation can only be a maximum of 12 and disciplines a maximum of 5.

A game is always enhanced for players if NPCs improve along with them, or become named adversaries who appear in later sessions. You may want to promote a Minor NPC to a Notable NPC, or even a Notable NPC to a Major NPC if their interactions with the player characters are meaningful enough to earn them promotion within the story.

To quickly promote a Minor NPC to a Notable NPC, add one point each to their best two attributes, add one point to every discipline, and give them two focuses and a single value. Remember to revise their Stress and weapon total based on those increases, if necessary.

To quickly promote a Notable NPC to a Major NPC, add two more attribute points while remembering that attributes cannot be increased beyond 12, then add four more points to their disciplines while remembering that disciplines cannot be increased beyond 5. Give them up to a total of six focuses, two more talents, and two more values. Go through the finishing touches by checking their derived statistics such as Stress and weapon total.

Creating Major NPCs

Majors are the gamemaster's equivalent of player characters. More thought and creativity should be put into creating a Major, giving them names, backgrounds, and qualities comparable to the player characters in your game.

To create a Major NPC:

- **Concept:** Decide what role the Major will play in the mission, maybe based on their species, what role or position they hold, or a defining value that governs their personality. Also, give the character a name.
- **Choose the character's role:** Think about their role and rank in their organization. You want this NPC to wield some authority, even if it isn't recognized by an official body. Even rogue major NPCs command respect from people who follow them and their ideals.
- **Describe Traits:** Note their species trait as well as any other traits vital to their nature.
- **Assign Attribute Scores:** Base every attribute at a score of 7 and then assign 14 more points, with an upper limit on attributes as 12. Apply the character's species modifiers as normal. There should be a total of 59 points amongst all the attributes.
- **Assign Disciplines:** Base every discipline at a score of 1 and then assign a further 10 points, with an upper limit of 5. There should be a total of 16 points spread amongst all the disciplines.
- **Choose Focuses:** Create up to six focuses.
- **Create Talents:** Create up to four talents or special rules as described below.
- **Create Values:** Create up to four values as described in Chapter 4: Reporting for Battle.
- **Determine final details:**
  - Derive maximum Stress from combining their Fitness attribute and Security discipline.
  - Give them weapons and derive their Stress rating (Weapon value + Security discipline).

Creating NPC Talents or Special Rules

Creating NPC special rules can be done by selecting from the talents list beginning on page 118 of *Chapter 4: Reporting for Battle*, from the lists below, or from any of the various game supplements. When the special rule calls for a "particular task" or "acting in a particular way" it is asking for a limiting factor to the rule. For example, the special rule could only apply to **Security** tasks, or would only apply in circumstances in which the NPC is being threatened by another character.

Sample special rules include:

- **Proficiency:** When performing a particular task, in a specific way, the NPC rolls one bonus d20.
- **Threatening:** When performing a particular task, or acting in a specific way, and buying additional d20s with Threat, the NPC may re-roll their dice pool.
- **Guidance:** Whenever the NPC assists another NPC in a particular way, the assisting NPC re-rolls their d20.
- **Substitution:** Whenever the NPC performs a particular task in a particular way, they may use a specified different discipline instead of the normal discipline required, and/or may use a specific focus with a different discipline.
- **Familiarity:** Whenever the NPC attempts to perform a particular task, they may reduce the Difficulty by 1, to a minimum of 0.
- **Additional Threat Spent:** Whenever performing a task with a particular discipline, the NPC may spend 1 Threat to gain a specific or unique benefit.

The following are several common special rules and abilities possessed by exceptionally different or alien adversaries in ***Star Trek Adventures***. These abilities are often referred to by name only in individual NPC entries, in which case you should refer here for the specifics of each special rule or ability.

EXTRAORDINARY ATTRIBUTE X

One or more of the creature's attributes are far beyond the normal range for humanoids. This is indicated by a number, which is added as automatic successes on tasks using that



attribute. For example, a creature with Extraordinary Reason 1 gains one success on all tasks using Reason, in addition to any generated by rolling. Extraordinary attributes, in addition to being noted in a creature's Special Abilities section, will be noted next to the attribute as an extra value in parentheses.

FAST RECOVERY X

The creature recovers from stress and injury quickly. At the start of each of its turns, the creature regains X Stress, up to its normal maximum. If the creature is injured at the start of its turn, it may instead spend 2 Threat to remove that injury.

IMMUNE TO X

The creature is unaffected by conditions caused by a trait or source of difficulty or hindrance present in a scene, such as vacuum, extremes of temperature, poison, disease, etc. The most common sources of conditions are described below:

- **Cold:** The creature is unaffected by effects derived from extreme cold, including damage.
- **Disease:** The creature is immune to the effects of disease, and will never suffer the symptoms of any disease. If the creature is exposed to a disease it may become a carrier – able to spread the disease if it is contagious.
- **Fear:** The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.
- **Heat:** The creature is unaffected by effects derived from extreme heat, including damage caused by fire.
- **Pain:** The creature is incapable of feeling pain, continuing undeterred despite the most horrific agony. The creature has +3 Resistance against non-lethal attacks, and it is unaffected by any penalties or hindrances caused by pain.
- **Poison:** The creature is unaffected by all forms of poison, venom, and toxin.
- **Vacuum:** The creature suffers no damage from being exposed to hard vacuum, or other extremes of atmospheric pressure, and cannot suffocate.

INVULNERABLE

The creature is impervious to harm, and cannot be injured in any way; attacks can be attempted and Stress is rolled as normal, and the creature has a Stress track, but it cannot suffer injuries. This can take different forms, as described below. These variations can be combined.

- **Specific Weakness:** The creature has a specific weakness – a weak spot, a certain frequency of energy, a certain material – which can overcome its invulnerability. If this weakness is discovered and employed, then the creature can be injured by attacks which exploit that weakness (this also bypasses

the effects of the other Invulnerable variations). The gamemaster's discretion applies as to how the weakness may be discovered.

- **Staggered:** The creature cannot be injured, but it can be hurt. If the creature would ever suffer an injury, it instead loses the ability to perform any tasks or minor actions on its next turn. This effect is not cumulative.

- **Wrathful:** The creature grows angry when challenged; if the creature would ever suffer an injury, it instead adds 2 to Threat.

MACHINE X

The creature is not a living being, but a machine, or some form of cybernetic organism. It is highly resistant to environmental conditions, reducing the Difficulty of tasks to resist extremes of heat and cold by 2, and it is immune to the effects of suffocation, hard vacuum, starvation, and thirst. Further, the machine's sturdy construction grants it Resistance equal to X.

MENACING

The creature is dangerous, heralding a greater problem for those who confront it. When a creature with this rule enters a scene, immediately add a point to the Threat pool, regardless of whether it is an ally or an enemy.

NIGHT VISION

The creature has some way of perceiving its environment even in pitch darkness – perceiving infrared or ultraviolet light, echolocation, or some other method. Tasks the creature attempts do not increase in Difficulty because of darkness.

THREATENING X

The creature is powerful and dangerous, with a vitality and drive that allows it to triumph where others might fail. The creature begins each scene with X Threat, that may only be used to benefit itself, and which are not drawn from the general Threat pool. If the creature is an adversary, it may spend from that pool instead of spending from the gamemaster's Threat pool. If the creature is an allied NPC, it may spend from this pool instead of adding to the gamemaster's Threat pool.

NPCs and Values

Typically speaking, NPCs don't have Determination points to spend; only Major NPCs can gain the benefit of them. However, some NPCs do have values. In situations where an NPC's value creates a complication, or their values are challenged, the gamemaster adds 3 to Threat, rather than giving the NPC a point of Determination. Similarly, when their value would be beneficial, an NPC can spend 3 Threat to gain the effects of a point of Determination.

GAMEMASTERING

CHAPTER 08.10

Experience and Promotion

"A Klingon's honor means more to him than his life."

– Kurn, son of Mogh

Overview

Character progression and development is a key part of tabletop roleplaying and is also a great strength of the various *Star Trek* stories. Key Klingon characters through all the series grow with experience and develop relationships with their fellow crewmates. ***Star Trek Adventures*** is no different, and focuses its own character progression on significant milestones that signify the growth of player characters and mark changes to warships and their crews, adapting to the on-going mission rather than increasing attributes and disciplines. The Defense Force already utilizes specialists and talented individuals and, as such, attributes and disciplines represent the fact that player characters have already reached an excellent level of professional competence. However, there is always room for growth and change.

Character development in ***Star Trek Adventures*** comes in two forms: characters grow and change periodically during their careers, in events called **milestones**; alongside this, the character's **Reputation** will change as they achieve glory through victory and act honorably or dishonorably.

Only main characters can receive milestones, but the benefit of a milestone can be used to change a supporting character

or the ship itself – this represents the main character working to improve the crew and the ship. *Chapter 4.60: Character Development* details experience and advancement – gamemasters are strongly encouraged to read that chapter in detail.

Milestones

A milestone is a meaningful event in a main character's life, a point at which they reexamine themselves and change in response to what they've experienced. Milestones occur at the end of an adventure; a character will not always have a milestone at the end of every adventure.

Milestones are connected to a character's values, and to the Dictates present during missions. Values are what drive a character's actions, and a milestone is a significant point reached because of those actions. Milestones also vary in significance, with greater impact the more a character is involved in the action.

Log Entries

To reach milestones and have the player characters grow, you should encourage them to maintain a log. As detailed in *Chapter 4.60: Character Development*, on page 127, the log is a record of a main character's adventures, and serves as an accounting of the character's history in play. Player characters gain milestones whenever the players make a connection between the current adventure and one noted in their log.

Be sure to familiarize yourself with the rules detailed on pages 127 regarding milestones and values tied to a player's use of their log, so that you can provide additional information or advice as needed to help them improve their character. For this reason, you may want to keep a gamemaster's log as well, if you aren't already doing so. Having a record of the crew's previous missions and actions will help you spot-check players' efforts to improve their characters and help maintain consistency and accuracy over the life of a campaign, as well as serving as a useful way to order notes about previous sessions, recurring NPCs, and other useful details.

Remember that if a player challenged a value, they should rewrite that value.

Reaching a Milestone

Once during any adventure, when a player chooses to use a value, they may call back to any previous adventure in their log where they used the same value (or, in the case of values that were challenged and rewritten, to the new value created that adventure). The player should describe how that previous experience influences what is happening now, and then gain one Determination (they're still limited to the normal maximum of 3).

You may veto a callback which seems tenuous or inappropriate to the situation, though this should be done rarely. If a callback is vetoed, then the player may attempt another callback later in that adventure.

Character Arcs

As discussed in *Chapter 4.60: Character Development*, each milestone is built on calling back to prior experiences and being influenced by them. Character arcs are the next step of that, showing how a character has developed over a longer stretch of time and a number of important events.

When players make a callback to a previous adventure, they may gain an additional benefit if that previous adventure was a milestone, creating a character arc. They can only get this additional benefit a few times, as they represent momentous and significant events in the character's life, and moments like that shouldn't come along very often.

While the whole process of milestones and creating character arcs is player-initiated and player-owned, you should consider how you structure your missions and campaigns so that you are giving each player character opportunities to challenge values consistently, and build into your missions the potential for each player character to develop a character arc. This is an instance where the game can be truly collaborative, with the players starting a potential character arc by challenging a value in one episode, and then the gamemaster intentionally structuring a scene or encounter in a future mission that might give that same character the opportunity to build on that challenge and to further develop a character arc. This sort of character development over the course of a campaign is prevalent throughout all *Star Trek* series, and should be something to consider when planning your own adventures.

Reputation

A main character has a **Reputation** rating, which is an approximate measure of how their peers and superiors regard them. But this is not merely a passive indicator: it can serve as a limited defense against the accusations and challenges of others and allow them greater leeway and freedom to act. **Remember: A main character begins play with a Reputation score of 3**.

Reputation is detailed in full in *Chapter 4.60: Character Advancement*. Gamemasters should fully familiarize themselves with the rules and guidance contained therein.

What Reputation Means

Under normal circumstances, a character's Reputation will serve as a basic guide for how well-regarded they are among other Klingons, and maybe even beyond. It should serve as a guideline for how other Klingons – outside the character's ship and crew – view the character. It's unlikely to influence people the character knows personally, as they'll



have formed their own opinions, but it will influence the views of those who haven't yet met the character, as well as influencing the most formal interactions.

Effects of Reputation

Naturally, Reputation is not fixed; it changes as the characters face new challenges and the consequences of their decisions. Actions in-keeping with the traditions and values of the Klingon Empire can see Reputation increase, while choices and outcomes which reflect poorly upon ship, family, and the Empire may reduce Reputation and may even see other consequences for the character.

From the gamemaster's perspective, this may lead to NPCs responding to the player characters based on their Reputation (at least at first). Reputation can serve as a way to set up new adventures or new challenges as different factions seek to enlist the aid or curry favor with a renowned warrior, while dishonorable deeds may produce challenges and create strife. The same is true in reverse too – an honorable Klingon may make enemies of those who are envious or ambitious, and a dishonorable Klingon may be enlisted for secretive schemes and underhanded plots.

At the end of an adventure, consider the outcome of the adventure, and the decisions that were taken, and then decide which factors may influence a character's Reputation. You're the final arbiter of whether an action has a positive or negative influence upon a character's Reputation, but the simplest method is a list of simple yes-or-no questions, such as those presented below. You may add questions as you see fit, and published adventures may include additional questions specific to that mission. This should still be done even for a character who was slain during the adventure, as the dead rely on honor just as much as the living do, and players will want to be able to prove that their character died honorably, particularly if it would affect their House.

There are more potential negative influences than there are positive influences, as Klingon honor is meant to be a standard that individuals must strive to uphold. It should, at times, be difficult to be honorable, and it is a test of character to retain one's honor in dishonorable times. You should bear this in mind as you judge which factors affect a character's Reputation: characters have to work to maintain their Reputation.

Glory and Shame

Player characters may gain **Glory** when they are deemed to have acted honorably, and it is a powerful tool to help further characters' career and achieve their ambitions. They may also suffer **Shame** when they are deemed to have acted dishonorably, and it can drive a Klingon to great lengths to see it expunged. Glory and Shame are discussed in more detail in *Chapter 4.60: Character Development*, pages 132-134. Gamemasters should familiarize themselves with those rules to better assist players during the game.

CHAPTER 08.80

GAMEMASTERING

CREATING MISSIONS

"HISTORY IS WRITTEN BY THE VICTORS."

– GOWRON

OVERVIEW

Missions in ***Star Trek Adventures*** are stories run over the course or one or more game sessions. Missions are similar to episodes of any *Star Trek* series in that they should have a discrete beginning, middle, and end, and tell a complete story. They may be a standalone "one shot" style adventure; a "two part" episode, much like *The Next Generation*'s "Redemption" two-parter; or perhaps an adventure that is a piece of a larger story arc, such as what is seen in the later seasons of *Deep Space Nine*.

Star Trek Adventures missions are generally more structured than adventures found in other tabletop roleplaying games. Rather than entering a multi-level dungeon and spending many sessions delving into its mysteries and battling its denizens, *Star Trek* missions tend to tell a complete short story over the course of approximately 45 minutes of screen time or a few hours of gameplay at the table. Either playstyle is absolutely valid, but ***Star Trek Adventures***, being based on a television series, lends itself to shorter, self-contained storylines and missions strung together into a campaign or series. To bring the traditional *Star Trek* feel to the game table with your players, think about using an episodic structure for your missions.

PLANNING MISSIONS AND SESSIONS

The traditional format of *Star Trek* episodes includes a short teaser scene that sets up the story, and up to five acts, each act consisting of two or more scenes or encounters that carry the story forward to a logical and satisfying conclusion. A mission in ***Star Trek Adventures*** can be constructed in much the same way, though there is more flexibility required since it's usually not possible to accurately predict what a group of player characters will do when faced with specific scenarios.

As a best practice, it's a good idea to come up with a story or concept, and then create some form of outline that broadly details the various moments in the story, the flow of those moments, and a notional ending of how the story might ideally play out. The outline could be as simple as a few bullet points, or could go into more detail, such as a paragraph per encounter or scene. Use whatever level of detail you need for the purposes of your storytelling.

SAMPLE MISSION OUTLINE

WORKING TITLE: "WORDS AND DEEDS"

- **Premise:** The insults Lieutenant Kamor has been slinging around the Triangle's spaceports catch up to her in a major way and the whole crew gets involved.
- **Teaser:** While on shore leave, Lt. Kamor and her allies are ambushed and captured outside a seedy establishment on Pollux Station.
- **Act One:** Our heroes attempt to escape and fail, then meet the brains behind their capture: Sladell, the Orion operative they ran into a couple episodes ago. Sladell wants more information on their ship's mission in the Triangle, and wants to gather up more information to use against them and the captain. The captain and the rest of the crew, meanwhile, might attempt a search and rescue mission and meet fierce resistance.
- **Act Two:** Sladell tries to lean on Kamor and the others, suggesting he has information they want or makes threats he may or may not be able to back up. In between torture sessions, the characters encounter some of the other prisoners and learn that there may be someone or something pulling Sladell's strings. Also, add in a possible subplot for B'Kell: one of the alien prisoners notices his House crest and gives him a cryptic piece of information about his sister's whereabouts (we'll follow up on this in the season finale).
- **Act Three:** Adjust as needed based on the players' actions – do they attempt a breakout combined with an effort from the ship's crew to search for and rescue them, do they negotiate with Sladell for their release, do they get the other prisoners involved?
- **Epilogue:** Assuming all goes well, Kamor and the others escape back to the ship and live to fight another day. Now, however, they may have some new allies or enemies to contend with in future adventures.

Once you have outlined a mission, classify all the key story elements into two types of events: **scenes** and **encounters** (combat and non-combat), which, collectively, will help tell that story by carrying it from event to event, based on the players' actions and successes and failures. Scenes tend to favor roleplaying and drama over rolling dice, while encounters are where the characters put their abilities to the test and the players put dice to the table. A good mission will usually have a mixture of both types of events. If a mission ends up swaying toward one type of event over the other, consider planning the next mission with an eye to creating a balance. Follow up a mission focused on starship combat encounters with an intrigue-laden ambassador's ball full of roleplaying scenes, or vice versa.

The number of scenes and encounters you need will vary based on how ambitious the story you want to tell is. It may require you to be flexible in your planning so that if players breeze through or really struggle with the scenes and encounters you've planned, you can add or subtract scenes and encounters as needed to keep the story moving toward a satisfying conclusion.

Different groups have different needs for their game sessions. Some meet for short two-hour sessions every week. Others meet once a month but play for eight hours or more. Discuss with your players what sort of session schedule works best for your lives. Plan a scene or encounter for every 30 minutes of playing time, plus two or three extras for maximum storyline flexibility. This may mean that your mission will take more than one session to complete, or may fit into one dense, action-packed session. It may take some practice to dial in the right number of scenes and encounters to include in a given game session for your group, and by extension the ideal number of scenes and encounters you'll want to prepare for each of your missions.

Side Scenes and Sub-Plots

Scenes don't always need dice to hit the table. Scenes in which one or more characters pursue an activity together, meet up in the feast hall, interact with their subordinates, or the like without necessarily having a task to complete or dice to roll, are still great scenes to include because they offer the players a chance to do some roleplaying involving their character and illustrate something meaningful to that character.

They may also offer chances for your NPCs to shine, interacting with the player characters for a couple of minutes, to get story details to the group, or highlight certain personality traits before cutting back to the main plot.

Side scenes can also be used to plant future plot components or to provide some foreshadowing for future missions, as a means to add more depth and detail to an ongoing campaign.

When establishing scenes and encounters, there is a balance to be struck between the players' intentions and the events you're presenting. Broadly, the players choose the direction of the story by choosing what it is they want to do, where they intend to go, and so forth…but you choose what happens when they get there, or if they're interrupted along the way, or if the outcome of their intended actions leads to conflict or mishap. Balancing this is vital for giving the players a feeling of agency and control over the circumstances around them, while still keeping them on their toes and presenting them with the unexpected – if things go according to plan too much, the players will grow bored, but if every course of action is interrupted or causes a setback, the players may feel constrained and restless.

The best ***Star Trek Adventures*** missions feature a strong balance of scenes and encounters. Let's look at each of these elements in more detail.

Scenes

The key to making great scenes is figuring out the **dramatic question**. If a player wants to do something and there is nothing to be revealed by their action, make a quick judgment and move on. There is a reason *Star Trek* doesn't show every turbolift ride or replicator meal. Those elements add color to scenes, but deciding what gets spotlight time at the table will help the overall pacing of your game. Design scenes that ask a question about the adventure, or one of the characters, or preferably, both.

Most scenes have an element of plot development. Whatever adventure you have in mind for your crew requires scenes where they uncover the plot. This means investigating the subspace anomaly or talking to the refugees from the planet and so on. Make sure that whatever information is necessary to move to the next scene is accessible without rolling dice. Dice rolls still cause tension, and taking time to explore all the angles can be important, but hiding vital information behind a locked door often ends up an exercise in frustration.

Many scenes also offer character development. This development connects the scene to the characters and engages the players. Your players have already given you direction on what character development they wish to see through their character's values. Values are there to be explored and challenged. A character with a value connecting them to a rival, for example, should see that rival define the character as the character defines the rivalry. Why are they rivals? Is there something about the rival that the character admires or respects? Is there a step too far that the rival will not take against the characters? These are scenes that should happen during play because they reflect on the values of the characters at the table.

Scenes are still likely to have dice rolls, just not as many as encounters. These rolls should not impede the flow of the story but offer interesting directions for the story to go based on the success or the failure of the roll. Failure should not mean the game stalls until a success is rolled. It means the players might have to choose a different path to get to the end of the adventure. These rolls can also offer additional information that can let players prepare for later encounters or hint at plot twists. So long as the necessary information to move to the next scene is communicated, it is okay to add in rolls for a little extra tension.

A key element in scene pacing is knowing where to start and where to end. Get right to the thrust of the scene. If the characters are questioning a prisoner, start the scene in the brig with the prisoner offering the information for a price. If the players have been sent to pick up a passenger, start the scene where they realize the person is not there. Getting to the question keeps players involved in the scene and pushing toward its resolution. Likewise, once the question is resolved, moving on to the next scene or encounter should happen fairly quickly.

Encounters

Encounters are where characters are tested. Dice are rolled, resources are spent, and the story changes based on whether the characters succeed or fail. Encounters encompass everything from tense starship battles to dramatic negotiating scenes. These are the moments that turn Klingon warriors into galactic legends. Each of these legends begins with a risk. Sometimes the legend is about a triumph of ingenuity and courage. Sometimes the legend is a cautionary tale about hubris and handling failure.

The first thing a gamemaster should do when creating an encounter is make sure interesting things happen if the players succeed and if they fail. The story should not be exactly the same regardless of success or failure because that makes the encounter irrelevant. If the players rescue the ambassador from the clutches of the Romulans, the negotiations with newly-discovered aliens will go smoothly, allowing a backdrop for a scene of character development. If the players fail, they might have to take on the negotiations on their own, requiring another encounter.

Use common sense and clear judgment in obvious situations. A *Negh'var*-class warship facing off against a shuttlecraft in a head-to-head battle in the middle of deep space is not going to end well for the shuttlecraft. There are ways to even the odds. The shuttlecraft could lead the warship into a nebula to negate shields and sensors. The shuttle could have access to the command codes for the larger ship. In these cases, an encounter is interesting, since it will require some good rolls to put those plans into motion.

Gamemasters cannot anticipate every course of action players might take to resolve an encounter. The discovery of the story between the players and the gamemaster is part of the fun. Players sometimes come up with a plan that is so crazy it just might work, and should be rewarded for their creative thinking. Plots that require players to fail encounters, like ambushes, should be carefully considered. Players do not like to lose and will push harder than Captain Kirk against a no-win scenario.

Instead, gamemasters should think about multiple solutions to an encounter. There are three general solutions for an encounter: talking through it, thinking through it, and fighting through it. Each of these solutions should be viable, though not necessarily equally so. A captured crew is going to have a difficult time fighting their way out of a Cardassian prison camp, but planning and executing a prison break seems like a better option. That crew might also try to ply the Gul in charge with information in exchange for freedom which, depending on the character, might be more, or less, difficult. We have classified these solutions along the lines of the branch colors of Starfleet, in order to keep them consistent with the solutions and plot components presented in the Starfleet-oriented core rulebook and the three division supplemental sourcebooks.

Doq (Red) solutions use command and diplomacy to solve an encounter. Many tense standoffs between enemies are defused via viewscreen negotiation. It is not always altruistic either; convincing someone you have the upper hand when you do not also falls under this type of solution.

Science is a major component of **SuD (Blue)** solutions. Technological solutions abound, but sometimes technology needs to be adapted, prototyped, or otherwise engineered to fix a problem. Blue solutions also include sneaking into or out of an encounter and other clever ways of avoiding violence, as well as medical solutions.

Sometimes, action is the best way out. **qol'om (Gold)** solutions come when the shields are up and the disruptors are blazing. Landing parties also get into tactical situations that require some fast action and risky maneuvers. Klingon warriors relish combat, and are trained to handle fights, whether they were planned or seemed unavoidable.

More information about using plot components in a Klingon-focused campaign may be found in *Chapter 9.10: Klingon Campaigns*, starting on page 302.



COMBAT ENCOUNTERS

PACING

Combat encounters are a much more structured version of a scene within ***Star Trek Adventures*** and roleplaying in general. While in a scene, any character can speak or attempt a task in any order, while encounters require there to be **turns** and **rounds** to represent the passage of time as combatants attempt to take each other out simultaneously. Turns allow you to fairly resolve character's actions and rounds before moving onto the next, representing a short period in which one participant has acted. There are as many turns in a round as there are characters able to act.

FIGHTING SMART

Most sentient beings value their lives, and fear of death is a common trait for intelligent species as well – even for the hardened warriors of most civilizations. Of course, species like Klingons or the Borg don't fear death, particularly if the Klingon lieutenant believes *"Today is a good day to die!"* But most groups, in combat, will either flee or tactically retreat when faced with overwhelming odds or an overpowering foe, and even fearless foes have been known to retreat when success is impossible.

Don't hesitate to finish a combat encounter with an escape or retreat for your NPCs if the story would make sense for them to do so. The use of transporter technology is useful in this regard as, so long as there is nothing stopping transportation, an NPC with a comlink to another location with a transporter pad can ask to be beamed to safety, stopping the combat encounter in its tracks. If it makes things interesting, you may also use a **Control + Science** task, rolled by an NPC outside of the encounter, to attempt the transport. Ensure you frame the Difficulty correctly, with a Difficulty 2 as a base, and increasing or decreasing the difficulty of the task based on location or environmental traits.

The use of transporters can also be a useful tool for ambushes and surprise attacks and, used sparingly, these encounters can create a sense of danger and uncertainty for your player characters. But, always remember that an ambushing team beaming in is effectively going in blind and has to orient themselves once they appear in the target location, so only in very rare circumstances would the NPC side get the first turn.

Further, so useful are transporters in combat that most civilizations have developed methods and tools for blocking transport – sometimes just interfering with the scanners, other times making the process deadly; many combats are shaped by the presence of anti-transporter technology, and end when that technology is shut down or destroyed, allowing one side to beam out or summon reinforcements.

During starship combat, enemy vessels with cloaking devices can be used to similar effect; a cloaked ship can appear and vanish almost at will, making them exceptional for ambushes and surprise attacks. Of course, cloaking devices are not perfect, and a cloaked ship becomes extremely vulnerable if it has been detected.

Turns move back and forth between both the players and gamemaster's NPCs. It's always the gamemaster's decision on which side goes first but the players should always be favored unless there is a specific reason the NPCs should act first (an unnoticed ambush, for example) or the gamemaster chooses to spend Threat.

ESTABLISHING ZONES

Zones make up the spaces in which a combat encounter takes place. They have no fixed size and it's up to you to determine their shape and size based on the terrain of the combat area. The sizes of Zones may also depend on the features present in the encounter, becoming proportionally smaller or larger depending on the space available for the combatants – moving through a narrow street will have proportionally smaller zones than an open field.

Establishing zones inside a building will be comparatively easy, as each room can be a zone, while a more open landscape may have a mix of zone sizes based on the obstacles and features of the terrain. The only other factor in defining zones would then be their relative positions, which can be easily done via a sketch on paper or gaming mat, or by laying out a selection of index cards or similar, with each card representing one or two zones. Once this is done, note how the zones are connected to one another, whether they are open to move freely between, contain some obstacle between them, have doors between them, or whether there are features in place that make moving between them impossible.

TERRAIN

Terrain takes the form of traits for combat encounters. Each zone doesn't have to be named, but by doing so it gives a clear idea of what is there.

Marking down traits in certain zones can be done directly onto the map available for the players, and can include things that affect the encounter, like "Smoke" (as a situation trait), "Lava" (as a location trait) or "Snow Dunes" (as an environmental trait).

COMBATANTS

Combatants often, but not always, take two sides, both with rival or conflicting objectives that have led them to fight for those objectives. These two sides are often the player characters and the NPCs of your mission, the player characters representing a landing party and your NPCs representing a rival crew or antagonistic beings.

When building a combat encounter's NPC team, you should take note of the circumstances that have brought the conflict to fruition, and therefore how many combatants to have and how those teams are comprised. NPCs might work like a mob, with an irrational mentality to their actions, or they might be calculating, working tactically in small teams. These circumstances should dictate where to place



the combatants, noting once again the exact moment that led to a combat encounter starting. Place the player characters depending on where they are at the start of the encounter, then place your NPCs as they either enter or make their violent intent known. The first round then begins, with the first turn going to either the players or, in special circumstances, the NPCs.

The other consideration to have when placing combatant NPCs for a combat encounter is the size of the force you are placing in the encounter and the relative level of threat those NPCs pose. As a rule of thumb, every three Minor NPCs equal two player characters, Notable NPCs equal one player character, and a Major NPC is powerful enough to represent two player characters in the encounter. So, with a group of five player characters, NPCs could be grouped in the following ways:

- **Unorganized Group / Mob:** 8 Minor NPCs
- **Enemy Squad:** 1 Notable NPC, 6 Minor NPCs
- **Two Tactical Teams:** 2 Notable NPCs, 4 Minor NPCs
- **Equivalent Landing Party:** 5 Notable NPCs
- **Leader and Guards/Advisors:** 1 Major NPC, 4 Minor NPCs
- **Leader and Lieutenants:** 1 Major NPC, 2 Notable NPCs
- **Leader and Cadre:** 1 Major NPC, 1 Notable NPC, 3 Minor NPCs

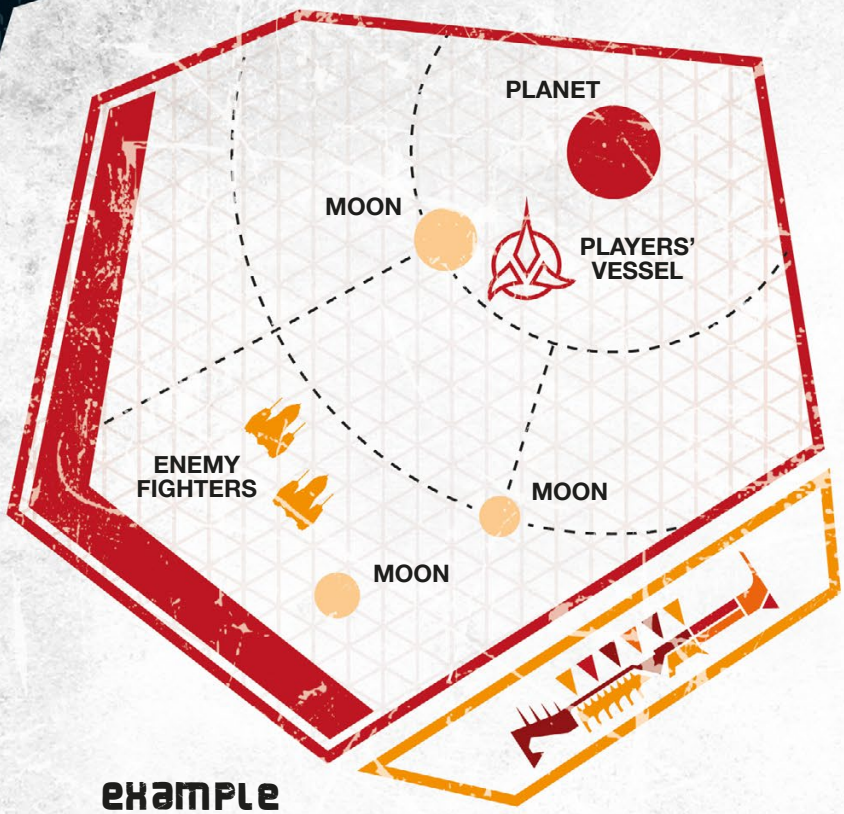
Combat in Space

Pacing

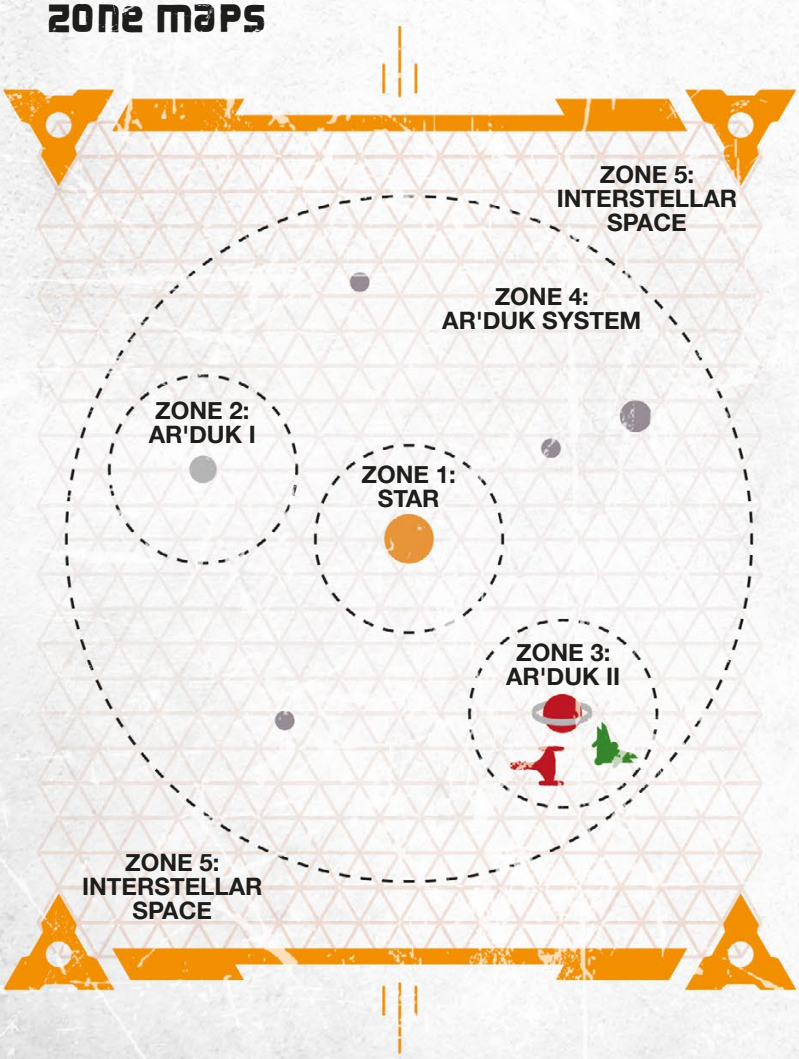
Combat encounters in space work similarly in terms of pacing, but rules for NPC starships have been streamlined for ease of use at the gaming table. Space combat still takes place over **turns** and **rounds** – turns moving back and forth between both the player characters and secondary characters in the relevant bridge roles and the NPC starships.

Individual NPC crewmembers' turns are not tracked like their player counterparts. Instead, each NPC ship takes multiple turns during each round – one turn for each point of Scale the ship has – representing the individual actions of that ship's crew. However, each task attempted after the first during each round from any single role (Tactical, Helm, Sensor Operations, Internal Systems, etc.) increases in Difficulty by 1.

Multiple ships may take some effort to track, in terms of number of turns taken, or tasks per bridge role, so it's often valuable to note down basic information for each starship you control: number of turns taken (relating to Scale), number of tasks attempted per bridge role, Stress, breaches, shields, etc. Well-organized notes can be vital for running more complex ship combats.



EXAMPLE ZONE MAPS



It's worth noting that starship combat is different than that of personal combat, where each player character acts independently following broad orders. Player characters will find success much easier if they work more cohesively as a team, moving the ship into an advantageous position to line up a disruptor shot, regulating power to the weapons, then firing, all over the space of a number of turns. Emphasis should be placed on the team working collectively and operating as one agent within the combat: the starship.

The same can be said for NPC starships. Moving them into a favorable firing arc could show the players that the enemy ship intends to fire next turn, while evasive maneuvers could show them that the enemy ship is fleeing or wary of their next attack. While under attack in the *Star Trek* series, bridge officers are often heard telling their commanders, "They've raised shields," or "They're powering up their weapons systems." None of these actions should be secret, so long as there is someone crewing an operations, tactical, or science station, so you should declare these actions and events as they appear to the player characters' sensors and, vice versa, have your NPC starships react in the same way.

ESTABLISHING ZONES

Establishing zones for starship combat can be more abstract than personal combat, with zones representing the empty space between planetary bodies in space or other phenomena.

Distances and location are much more important in starship combat, with ships capable of using thrusters when an enemy or object is close, impulse engines around a planet, and warp across, into, or out of a star system. All these powerful maneuvers mean that distances can be traversed more freely than in personal combat.

As starships can travel between planets at impulse in a matter of minutes and at warp in a matter of seconds, zones are proportionally much larger than the equivalent zones for personal combat. Even these distances are often trivial compared to the distances between planets and moons in a star system.

- Starships at **close** range may be tens of kilometers apart, or in the same zone. A planet can fit within a single zone, with the rest of the zone representing orbital space around it (conveniently enough, this is also transporter range to the planet's surface).
- Starships at **medium** range may be hundreds of kilometers apart, or in the adjacent zone.
- **Long** range can be hundreds to thousands of kilometers in distance, or two zones away.
- **Extreme** range represents three or more zones away, potentially hundreds of thousands of kilometers.

It may be useful for more simple starship combat encounters to keep the "map' of the encounter based on the descriptions of the bodies and phenomena in the scene, such as "behind the moon," or "inside the nebula," rather than mapping it out on the tabletop. Alternatively, if both sides are in motion, zones may only show relative distances rather than absolute position, perhaps if one side is pursuing the other.

Obstacles and Phenomena

Chapter 7.70: The Final Frontier gives excellent examples of phenomena and obstacles that affect starships and their crew while in a combat encounter. On pages 243-246 you can find great examples of phenomena and their effect on starships. These environmental traits increase Difficulty or make things possible or impossible where they wouldn't be otherwise, as well as increasing the complication range of certain tasks.

Phenomena in space usually form their own zones, due to the size and nature of spatial bodies, and marking their name as a trait is simple when mapping out a starship combat encounter, writing them directly onto a map as you would in a personal combat encounter.

Combatants

An NPC ship does not have specific crew at individual positions on the bridge – this level of detail is unnecessary for running an NPC ship. Instead, each NPC vessel has a Crew Quality, which provides ratings which serve as the attribute and discipline scores needed by the vessel for any given Task. NPC crew used in this way are always considered to have an applicable focus.

If one or more ships is crewed by specific named NPCs (Notable or Major), each such NPC may replace one of their ship's normal turns, and their tasks are resolved in the same way as a player character's tasks. Major NPCs tend to take the commanding officer post on their ships, as they are captains, commanders, generals, guls, and other leaders. In most circumstances, there'll be one Major NPC present in this way at most, but it is possible to have more – you could even create an entire bridge crew of Notable and Major NPCs for a recurring adversary ship, as a counterpart to the players. This does take a lot more effort to run, but if you're confident in your ability to keep it all running smoothly, the option is there.

Crew Quality

CREW QUALITY	ATTRIBUTE	DISCIPLINE
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

Starships, on the whole, are similar in strength and capabilities to one another; however, certain ships are significantly smaller or less well equipped. A good indication of balance when building a starship combat encounter is the Scale of a ship. Because NPC starships take as many turns as their Scale value, a starship with a Scale of 3 will take about half as many turns as the player characters. With that in mind, having multiple starships with similar Scale to the number of players at the table will mean that you take two or three times as many turns as the player characters. Try to avoid giving enemy ships too many turns above the player's limit, and aim to balance encounters so that smaller Scale ships engage the players in groups equaling or exceeding the player's vessel's Scale.

However, as the Security division statistic of the starship scales the rolled for the damage of attacks, NPC ships should be added to balance the threat posed by the players' vessel. Any player vessel with a Security above 3 should face additional NPC starships. Likewise, NPC starships with a Security higher than 3 pose more risk to a player vessel, and the number of them present in the encounter should be reduced to reflect this. Similarly, ships with a Security of 1 may be ill-suited to combat in general, and may struggle to face enemies of comparable size without luck, skill, and cunning.

For example, a player vessel with five players controlling bridge stations could face:

- Several Scale 2 vessels
- Two Scale 3 vessels
- One Scale 4 vessel with Security above 3
- One Scale 5 vessel

Above all, remember that conflict is not always fair or balanced, and there are numerous examples within *Star Trek* of starships being outnumbered or so overpowered in comparison to their opponents that the antagonists the characters face are of no threat. While you should use these circumstances sparingly, missions or storylines may present times in which the odds are stacked against one side or another. In these circumstances, it may be favorable to go back to a normal scene or social conflict to resolve the dispute or negotiate with a more powerful enemy, to determine victory conditions other than "defeat all the opposing vessels," or to create some circumstances that shift the fight such as a nebula that provides concealment, or a diversion that allows a withdrawal without pursuit.

CHAPTER 08.90

CREATING CAMPAIGNS

"KAHLESS, WE IMPLORE YOU TO REMEMBER THOSE WARRIORS WHO HAVE FALLEN IN YOUR NAME."

– KOHLAR

OVERVIEW

Star Trek Adventures can be played in a single session. This happens most often at conventions or demonstrations at gaming stores, and sometimes at the game table when the gamemaster and players are focused and able to complete a full mission in one long game session. Many gamemasters like to string several missions together into story arcs or even into longer, multi-mission campaigns. This section provides guidance on planning and executing ***Star Trek Adventures*** campaigns.

CAMPAIGN DESIGN

Many campaigns are episodic in nature, where each mission or episode stands alone and consists of a story told from beginning to end, with no specific story tie to the episode or adventure that occurred prior to or after it. Scenes and encounters within the standalone mission naturally occur one after the other, in a logical flow of action, reaction, action, reaction, etc. In a single-session mission it sometimes pays to string several scenes in a row to build up tension that is released in a huge encounter at the end of the mission.

The advantage to running a full campaign over a single mission is that you can tell more complex stories over multiple missions and game sessions. If you have an expansive story that will not fit in a single session, think about how many sessions it might take to tell. If possible, work in a cliffhanger at the end of each session that will keep your players on the hook to come back next time and see how the story continues.

Campaigns also enable you to feed longer stories to players little by little as time passes and as characters learn more about each other. A character who starts out as a third officer in the first episode and grows in skill and rank over time will make for a tremendous moment in your game if they someday take a command of their own.

While it is important in the short term to give each session a beginning, middle, and an end, also consider planning those elements for the whole campaign. If your campaign is about a new generation of Borg and the threat they present, think about the turning points where the players discover evidence, where the Borg show up in force, and where the climactic battle takes place. These do not have to be set in stone, but knowing the general direction of your campaign will help plot individual sessions. The NPCs and locations the players react to will clue you in on which elements they want to see again. When you match those elements with important plot moments, you will hook your players in to fight harder to save things they love and defeat foes they love to hate.

CONTINUING VOYAGES

There are many different ways to start a campaign. Is the crew already a few months into a tour? Is the ship full of unproven technology that requires maintenance or unexpected fixes? While players are making their characters, you should discuss your ideas for the beginning of the campaign. Your characters may have connections with each other. They may have reputations to live up to – or down from. These elements do not have to be fully developed, since half the fun will be exploring them in later sessions, but putting them in place at the beginning of a campaign will enable them to grow.

Take time to think about the end of the campaign as well. Long-term campaigns that last for years are the stuff of legends. Unfortunately, real-life challenges often intervene and a game that fades into obscurity can leave everyone feeling unsatisfied. Using a final episode to wrap up questions and plotlines gives everyone a sense of closure and the feeling of a complete story.

The end of one campaign can mean the beginning of a new one. The *Star Trek* universe offers great precedent in stories involving Klingon legacies. Many of the films and episodes focus on the crew of a warship. Other ships have generational stories to tell with a new campaign set in the halls of an old ship familiar to everyone at the table. Legacy campaigns can also be connected to characters. A favorite character with a famous grandfather might find that older character and his crew at the center of a new campaign in an earlier timeline.

CHAPTER 08.100

GAMEMASTERING

CREATING PLANETS

"WHEN WE MEET IN BATTLE, WE WILL FIGHT TO THE DEATH, BUT HERE, HERE WE'RE ALL WARRIORS, ALL KLINGONS."

– KURN, SON OF MOGH

OVERVIEW

Every planet in *Star Trek* should be a locus of adventure. Either someone on that world requires the characters' aid, or there is someone or something on the world that the characters can learn something interesting from. When deciding on what sort of planet you want to create, you should simultaneously think about what sort of adventure you want the characters to get involved in. Are they taking a shuttlecraft down to a hellish Class-Y world to discover the fate of a warship that vanished thirty years ago, or are they making contact with a new alien species that floats in the atmosphere of a Class-J gas giant? Will the characters explore alien ruins on a blasted airless world that could provide the Empire with knowledge or valuable new technologies, or have they stumbled upon an ancient artificial world that is now the lair of a deadly menace that they must defeat before it threatens inhabited worlds?

If you are uncertain what sort of planet you want the characters to encounter and what sort of adventure you to have waiting for them on it, you have two options for how to proceed. You can either create the planet first and then decide what's going on, or you can decide what is going on first and then create the planet. The first method is called **world-first planet creation**, and the second is called **adventure-first planet creation**. In either case, let the tables in this section help you, but don't allow them to stifle your imagination. If you don't like the result of a particular roll, feel free to roll again, select a different entry, or come up with your own idea. In fact, if you look over one of these tables and one of the entries strikes your fancy, use it and don't bother rolling.

WORLD-FIRST PLANET CREATION

Using the world-first method means you first roll or select what the planet is like using the first three tables below, depending upon whether you are interested in seeing what the dice give you, or if you specifically want either a habitable planet or a hostile planet. Once you have determined what sort of world you are dealing with, you need to decide what's happening there. To determine this, roll twice on the **Planetary Features of Interest** table, and roll once on the **Planetary Features** table to give you, and the players, a better idea what the planet looks like to visitors.

ADVENTURE-FIRST PLANET CREATION

Using the adventure first method means that you first roll twice on the **Planetary Features of Interest** table to determine what's happening on the planet. Once you know what's happening, it's then time to determine where it's happening. If either of your rolls involve intelligent inhabitants on the planet, you should decide if you want to have the characters encountering these inhabitants while wearing environmental suits, or for the inhabitants to all live in sealed domes or caverns, protected for the hostile atmosphere outside. Alternately, do you want the characters to beam down to the planet, walk around and meet people and not have to worry about their air supply running out? In this last case, you should roll or select the planet from the **Habitable Planet Type** table. Otherwise, feel free to roll on the **General Planetary Type** table, or, if you want an unusual scenario where the characters are meeting exceedingly alien creatures, roll on the on the **Hostile Planetary Type** table. As a final touch, you should roll once on the **Planetary Details** table to give you, and the players, a better idea what the planet looks like to visitors.

General Planetary Type

ROLL 2D20	PLANET
2-5	Artificial planet (non-obvious)*
6-8	Class-D planet
9-10	Class-H planet
11-13	Class-L planet (land life has not yet evolved)
14-16	Class-M planet (water world with only small islands)
17-19	Class-M planet (verdant jungle world)
20-22	Class-M planet (temperate world – like Qo'noS)
23-25	Class-M planet (dry desert world – like Vulcan)
26-28	Class-M planet (ice age world)
29-30	Class-L planet (marginally habitable world)
31	Class-K planet (Neptune-like)
32-33	Class-K planet (Mars-like)
34-35	Class-Y demon planet
36-37	Artificial planet (obvious)*
38-39	Class-J gas giant planet
40	Class-T huge gas giant planet

Habitable Planetary Type

ROLL 1D20	PLANET
1-2	Habitable artificial planet (non-obvious)
3-4	Class-L planet
5-7	Class-M planet (water world with only small islands)
8-10	Class-M planet (verdant jungle world)
11-13	Class-M planet (temperate world – like Qo'noS)
14-16	Class-M planet (dry desert world – like Vulcan)
17-18	Class-M planet (ice age world)
19-20	Habitable artificial planet (obvious)

Hostile Planetary Type

ROLL 1D20	PLANET
1-2	Artificial planet (non-obvious, no breathable atmosphere)
3-5	Class-D planet
6-8	Class-H planet
9-11	Class-K planet (Mars-like)
12-13	Class-K planet (Neptune-like)
14-15	Class-Y demon planet
16-17	Artificial planet (obvious, no breathable atmosphere)
18-19	Class-J gas giant planet
20	Class-T huge gas giant planet

Artificial Planets

Artificial planets are worlds that were created by powerful intelligent beings. A non-obvious artificial planet is one that superficially looks like a normal world. However, detailed sensors reveal that it's not old enough to be a natural planet, is almost certainly made from different materials, and has a different structure from any ordinary planet. Obvious artificial planets are exotic constructs like Dyson spheres, space stations two thousand kilometers across, enormous rotating rings where the inner surface looks like a vast strip of a Class-M planet, and other equally strange objects that clearly are not natural worlds. Depending upon who created them and what condition they are in, artificial worlds may or may not be habitable, but most are. If you want details on conditions there, roll on the table and reroll any result of "artificial planet."

Planet Creation

Use the following three tables to determine basic information about the planet. See pages 237-240 for information about the different classes of planet. You only need to roll on one of these three tables, depending upon what sort of planet you are looking for. The **General Planetary Type** table creates a planet that may or may not be habitable by humanoids; the other two tables create a planet that is either habitable by humanoids or hostile to humanoid life.

Habitable vs. Hostile Worlds

When deciding whether to use either the **Habitable Planetary Type** table or the **Hostile Planetary Type** table, one important question to ask yourself is how much you want the world's physical conditions to impact the scenario. On a temperate, Qo'noS-like world, or even a hot dry desert planet like Vulcan, the characters may face mysteries, intelligent antagonists, or deadly animals, but they can walk around on the planet with minimal difficulty. However, these sorts of worlds are far from the only options available. On an ice-age Class-M world, the characters will need cold weather gear to survive for any length of time, and on worlds that are not Class-M, characters will require breathing masks or environmental suits to survive for any more than a minute or two. Unless there is a habitable region on a hostile planet, such as a domed city, caverns once inhabited by a long-extinct species, or an area mysteriously rendered habitable by aliens with technology far beyond the Empire's, adventures on hostile worlds require the characters to wear bulky environmental suits. Hostile worlds are perfect for scenarios about survival, where the characters need to locate a deposit of dilithium crystals to repair their damaged warp drive or obtain a rare

life-form because it may provide biological samples that they can use to cure an exceedingly deadly disease. In addition, exploring eons-old ruins on a world that is now an airless rock can be exciting, and the difficult conditions help highlight the ancient and alien nature of the ruins and make the process of exploration more dramatic.

However, characters having to clomp around in environmental suits while visiting a bustling alien city only serves to isolate the characters from the intelligent beings they are attempting to interact with, which in turn makes these beings seem alien and distant. Unless that is specifically a mood you wish to create, you may want to place this alien city on a habitable planet. In general, if you want the characters to be able to easily and freely interact with a planets' inhabitants, they should be able to walk around the city with the aid of nothing more than, at most, drugs they must periodically take to negate mild toxins in the atmosphere.

Constrained Locations

One reason to set adventures on hostile planets is to provide a location for an adventure that is exceedingly constrained. If the planet's atmosphere is instantly deadly, or even if the world is sufficiently cold or has atmospheric toxins in it that mean that humanoids cannot safely exist unprotected for more than a few hours, then the characters are limited to spending almost all of their time there in locations that provide a Class-M environment. For example, if a Class-K world has a domed city, or even a small research station in a sealed cavern, the characters will be spending most of their time in this location, unless they wish to return to their starship, which might be temporarily impossible.

They won't be able to leave this city or research station for more than a few hours, and if they don't have access to environment suits, they won't be able to leave at all. The most extreme version of this sort of constraint is a sealed city floating in the atmosphere of a Class-J or Class-T gas giant, where the characters cannot safely venture outside at all, since they would fall to their deaths without access to a starship or a shuttlecraft. Also, if the domed city is protected by shields, or the sealed caverns are sufficiently far underground, then the characters cannot even beam up to their ship and may have trouble communicating regularly, meaning that they are now both on their own and restricted to a relatively small location. These types of restrictions can create the ideal setting for facing a dangerous mad scientist, solving a mysterious murder where one of the characters is a suspect, or interacting with two or more mutually hostile factions. In general, constrained locations are a wonderful method of creating a self-contained scenario where the characters are unlikely to wander off toward too many red herrings. They also mean that you don't need to worry too much about what's on the rest of the planet.

Planetary Features of Interest

ROLL 1D20	PLANET
1-2	Exceedingly dangerous animal or plant life
3-4	Peaceful primitive inhabitants
5-6	Warlike primitive inhabitants
7	Peaceful technological inhabitants
8-9	Warlike technological inhabitants
10-11	Transcendent inhabitants of great power
12-13	Ancient ruins or artifacts
14-15	Off-world visitors
16-17	Crashed spacecraft
18	Local conditions that limit or prohibit transporter use
19-20	Dangerous natural phenomena

This table gives a high chance of encountering both animals and intelligent creatures living on a planet. This makes a great deal of sense for Class-M planets, but is somewhat less likely on Class-D worlds like Earth's moon, Class-J gas giants, or on other hostile worlds. If you want to minimize the numbers of intelligent inhabitants on worlds where the characters need to wear environment suits, you should reroll any roll of 1-10 if the planet lacks a breathable atmosphere. However, if the reroll also comes up 1-10, keep the result; in *Star Trek*, alien life and alien intelligences can appear anywhere, they are just more common on Class-M worlds. Also, remember that if you have a planet with a hostile atmosphere, and you roll inhabitants, you don't need to make these inhabitants non-humanoid aliens who can survive on the planet. Instead, perhaps Human or humanoid colonists settled this world long ago and built a large domed habitat or turned deep caverns into a habitable environment. Alternatively, maybe this world was once habitable but something happened to it, and the survivors have lived in sealed cities for tens of thousands of years.

Planetary Features of Interest

Any planet that's worth the time for the crew of a starship to beam down or head down on a shuttlecraft has something interesting on it, and the most exciting worlds possess multiple features of interest or sources of danger. To find out what's on a planet, roll on the Planetary Features of Interest table twice. Apply both rolls and consider how they might interact with one another to produce an interesting situation awaiting the characters. For example, rolling a 3 (peaceful primitive inhabitants) and then a 10 (transcendent inhabitants) could mean that god-like aliens are forcing primitive Humans to fight for their amusement. Similarly, a roll of 12 (ancient ruins or artifacts) followed by a roll of 15 (off-world visitors) could mean anything from the starship visiting an archeological research station in response to a distress call, to the characters discovering potentially valuable alien ruins and then encountering aliens who may be willing to fight the characters for access to these ruins. The same two

Planetary Details

ROLL 1D20	PLANET
1	Opaque or partially opaque atmosphere (fog, smoke, opaque gasses, swarms of air-plankton) (reroll for Class-D planets)
2	Perpetual darkness
3	Perpetually dim light
4	Many huge animals (anywhere from the size of a large dinosaur to the size of a large starship)
5	Most animals (and perhaps also plants) are well camouflaged and difficult to notice
6	The air is filled with floating and flying creatures of all sizes (reroll for Class-D planets)
7-9	Qo'noS-like vegetation and animals (reroll if planet lacks a breathable atmosphere)
10-12	Most life-forms are unusually colored (blue, purple, bright red, monochromatic…)
13-14	Most life-forms have more or fewer than 4 limbs, perhaps 3, maybe 6, 8, or even more
15-16	Gelatinous or blobby life-forms
17-18	Animate plants, sessile animals, or no distinction between plants and animals
19-20	Crystalline life-forms

rolls could even mean that the crew of a previous starship that visited this world has become trapped in an ancient automated alien zoo. If you roll the same result twice, then that's the only thing happening on the world – unless that doesn't work for you and you want to roll on or choose from the table again.

Planetary Details

The final aspect to consider before you introduce a planet to the characters is what it looks like. Are the plants and animals Qo'noS-like or is this a world of magenta-colored forests or six-legged animals? Is the world shrouded in perpetual night or does dense fog (or something stranger) reduce visibility to 5 meters or less even in brightly lit conditions? Are the life-forms sufficiently alien that you can't tell the animals from the plants? These sorts of vivid details help a planet come alive for the players and can also help you come up with a better idea of what else is on the planet. Nothing says to the characters that they are on an alien world than hacking their way through a dense crystalline forest or walking across a field filled with mobile jelly-like blobs. Roll once on the **Planetary Details** table to jumpstart your ideas about the planet. Once you've done that, your new planet should be ready for the characters to beam down to and explore.



CHAPTER 09.00

FOR THE GLORY OF THE EMPIRE



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CHAPTER 09.10

FOR THE GLORY OF THE EMPIRE

KLINGON CAMPAIGNS

"THEY WILL SING OF WHAT WE DID HERE LONG AFTER OUR BONES ARE DUST."

– UNKNOWN KLINGON WARRIOR

Klingons are, with perhaps the exception of Vulcans, the most iconic species introduced by the *Star Trek* universe. Passionate, proud, and brutally warlike, they have traditionally been represented as an antithesis to the ideals for the United Federation of Planets. Where the Federation embraced peaceful coexistence, the Klingons revel in warfare and conflict. If Starfleet ventured into the stars for exploration and discovery, the Klingons did so for subjugation and conquest.

For much of the history of *Star Trek*, these two powers were at odds with one another, often flashing into open battle. And yet, over the years the relationship between these two bitter enemies evolved from open aggression, into cold hostility, then into tense coexistence, and finally a lasting alliance and even friendship. To anyone who understands Klingon culture, these eventual bonds were clearly inevitable, for Klingons rejoice in the discovery of a worthy adversary, and when such a foe is able to withstand the might of the Empire, they earn the respect of any true Klingon warrior.

DICTATES FOR KLINGON GAMES

Providing Dictates for Klingon characters can be somewhat challenging, as the Defense Force can be both more and less restrictive than Starfleet. The Defense Force has few explicit laws and customs itself, but instead reinforces Klingon cultural ideals and the expectations of personal honor aggressively. Here are a list of example Dictates that can be directly included in Klingon games or used to develop others. Also review the sidebar titled "Klingon Dictates" in *Chapter 3: Core Rules*, page 80, for additional ideas for Dictates.

- "There is nothing more honorable than victory."
- "Bring glory to the Empire."
- "Never be captured alive."
- "Honor your word and the word of the Empire."
- "Klingons do not run from battle."
- "Great men do not seek power; it is thrust upon them."

STORIES WORTHY OF SONG

Gamemasters are encouraged to review Klingon-focused episodes prior to developing story arcs for Klingon adventures (see page 9 for episode suggestions). In addition, there are numerous *Star Trek* novels dedicated to entirely Klingon stories, and though they are not specifically accepted as part of the *Star Trek* canon, they can serve as fantastic resources for representing Klingon culture and life aboard Klingon starships.

The role of the gamemaster remains unchanged for Klingon-based ***Star Trek Adventures*** games, and the various structures outlined in *Chapter 8: Gamemastering* are equally applicable for such stories as they are for games focused on Starfleet characters. The major differences between Klingon and Starfleet campaigns will be the circumstances of the adventures and the motivations of the characters involved.

In general, the Dictates that guide Klingon characters are drastically different than the Directives governing their Starfleet counterparts. As an example, the Klingon Empire does not accept or respect the theory of non-interference with pre-warp civilizations, and, in fact, considers it their duty to bring such cultures into the galactic community as contributing members of the Klingon Empire, under its direct supervision. Further, the Empire considers the exploitation of natural resources, up to and including strip-mining and ecological devastation, a normal and acceptable practice and has been known to forcibly relocate or irradiate entire planetary populations if deemed necessary to facilitate the most efficient acquisition of such materials. Beyond pre-warp and resource-rich worlds, Klingons rarely respect the laws and customs of other civilizations and expect to be able to behave according to their own codes of conduct. With this in mind, it is important to establish the lasting and temporary Dictates that will apply to player characters' current and ongoing missions.

At the core of any game are dramatic conflicts. In this way, Klingon-focused games are no different than those focused on Starfleet characters. The major difference, however, will be how the characters respond to and address the circumstances of these conflicts. Resorting to combat is

not a last resort for Klingons, and in fact, may be their first instinct and one that they indulge in frequently. It is important to remember that Klingons do not see violence as a failure to find alternative solutions, and instead consider it the natural response to opposition and an opportunity to bring glory and honor to themselves, their House, and the Empire. This is especially true when such conflict is a deadly affair, for dying in battle is the surest way one can earn a place in Sto-Vo-Kor, and it is a prospect that nearly every Klingon warrior craves. Gamemasters should expect for the players to opt for battle whenever the opportunity presents itself, and plan accordingly. Even when all-out battle is not a viable option for the entire crew, conflicts between individual characters will likely result in personal challenges.

Styles of Play

Star Trek Adventures presents several different themes and settings that can be used to develop the foundation for the game. The gamemaster may already have an idea or a direction they want to pursue for the stories that will be told during the game, or this decision can be a collaborative effort between the gamemaster and players. Regardless of how the basic outline of the game is chosen, what is important is that the game is something that engages the entire group.

In Space, All Warriors are Cold Warriors

The goal of every officer in the Defense Force is to serve on a Klingon warship, and the player characters are the senior staff aboard a Klingon vessel. While it is generally considered to be more desirable to serve on the larger, newer, and more powerful warships, each ship maintains a record of its accomplishments in battle. Therefore, serving aboard an elite, though small, bird-of-prey is considered a greater honor than on a battle cruiser that has done little to distinguish itself. Assignment to an underperforming ship, however, provides an excellent opportunity for an ambitious group of Klingon officers to demonstrate their personal abilities, as a sudden turn in the ship's fortunes will be credited to the capabilities of its new crew instead of simply a reinforcement of the ship's existing performance. Differences in the size of the character's ship can also impact the story. Larger ships carry larger crew complements, and therefore increase the opportunity for senior officers to have their positions challenged by subordinates looking for promotions.

If a Warrior Does Not Fight, He Does Not Breathe

Every sizeable Klingon warship carries a complement of soldiers for boarding actions and ground assaults. These warriors make up the basic workforce on board when the ship is not in active combat, and perform various duties from internal security and basic maintenance to janitorial details. As this contingent is organized into squads of five individuals at full strength, it makes the perfect basis for games focused on rank-and-file Klingon warriors. Instead of assuming the roles of the command and senior staff, the characters are a close-knit group serving at the lowest levels of the chain of command. The opportune setting for games focused on such a group is during any period of major or sustained warfare, where they will be called to battle during ground invasions or boarding actions. When not engaged in combat, these warriors are tasked with providing basic support to the ship's crew, training and combat simulations, and entertaining themselves to stave off restlessness.

To Survive, We Must Expand

Like all interstellar civilizations, the Empire maintains and operates numerous permanent outposts and stations. Most of these are located in near-orbit of major Klingon colony worlds or vital planets under Klingon governance, but there are a number of deep-space facilities that serve as staging grounds, resupply posts, or strategic holdings. Those bases around Klingon-held worlds are under the direct command of the Klingon governor or their military advisor, but the deep space stations are commanded by a captain or general of the Defense Force. Postings to these facilities, like other such assignments, are generally considered to be worthy for only incompetent, dishonored, or similar individuals otherwise deemed unfit for service on a Klingon warship. It should, however, be noted that the ranking officer of these facilities is often charged with command of squadrons or entire fleets, and being posted to their staff can be seen as a prestigious or honorable position, depending on the ranking officer's reputation and influence.

Klingon characters in games such as these will likely be assigned to the ranking general's staff, or as the command staff of the facility or station itself. If the station is located along a volatile border on in a region that is likely to see significant fighting, posting here could bring a great deal of honor and glory to the individual Klingon warrior and their House. If the game is not intended to focus on the social stigma usually placed on such positions, gamemasters are encouraged to establish that the location is of vital importance to the Empire and to ensure that the characters have ample opportunity to prove themselves in battle.

Conquer What You Desire

The Klingon Empire is vast, and encompasses many worlds. Klingons themselves, however, are not entirely known for their desire to colonize wild frontiers. As most industry is focused on supporting the Empire, and more importantly the ships and stations of the Defense Force, Klingons that have chosen to settle on new worlds derive a great deal of personal pride from their efforts to tame these new planets and make them contributing members of Klingon society. This is especially true for inhabited worlds that have been conquered and are now under Klingon governance. While the majority of Klingons settled in such locations are likely to be civilians, inevitably Klingon warriors are needed to provide stability and protection, while enforcing loyalty and order.

Game set planet-side on the frontiers of Klingon space are excellent opportunities to explore the more civil sides of Klingon culture and introduce Klingon characters that are not actively serving in the Defense Force. Of particular interest are worlds with untamed wilderness, where dangerous predators can be found and hunted. Success in such hunts can bring almost as much fame, glory, and honor to a Klingon as battle. Similarly, Klingons are well known for their love of opera, song, and other artistic endeavors. While pursuing these things can be difficult when serving aboard a Klingon warship, being stationed planet-side makes such efforts much more available. These games will share many aspects in common with those set aboard a space station or outposts, especially ensuring that Klingon officers and warriors are provided opportunity for battling hostile creatures and enemies.

Klingon–Romulan Border

The Klingon-Romulan border has been an area of activity and conflict between the two empires for centuries. Occupying a stretch of space several light-years across and containing numerous star systems, the border has long been a proving ground for Klingon officers and warriors to hone their starship hunting and engagement skills. With both societies possessing cloaking technology, fleet commanders and strategists continue to assume that border crossings are common, and both the Empire and the Romulans have deployed extensive networks of detection grids on their respective sides of the border. The fickle and unreliable nature of this technology ensures, however, that there are always gaps to allow bold captains the ability to slip into enemy territory undetected.

Incursions into the region have ensured that High Command must keep ships on patrol here to respond to potential Romulan attacks against Klingon holdings and colonies in the vicinity, such as the Khitomer and Narendra incidents. Klingon ships, stations, and worlds near Romulan space are expected to remain vigilant, investigate any unexplained sensor readings or strange anomalies, and be ready to repel Romulan attacks with little to no warning. As open hostility between the two powers is a constant, the area provides opportunities for both covert and overt operations by Klingon crews, either trying to foil Romulan schemes or penetrating into Romulan territory. Officially, neither government authorizes trespassing into the other's territory, but this has not prevented ship captains from doing so without official orders or unofficially sanctioned clandestine operations from being conducted.

Klingon–Federation Neutral Zone

Though it may have only officially existed for the second half of the 23rd century, the area between the Empire and Federation has always been a hotbed of activity. During the 22nd century, encounters between what would eventually become the Federation and the Empire occurred almost entirely in this region of space. By the 23rd century, this trend had escalated into a state of active war, with the bulk of ship battles occurring here. Once the Neutral Zone was established, tensions continued to run high, and both governments anticipated that any ships in the area were likely to experience provocations, at best, and be fired upon, at worst. Various stations and worlds along the zone became neutral ground for ships and crews from both sides to interact with each other, and stories of everything from civilized debates to chaotic bar fights were commonplace. As relations improved to the point of an active alliance, the Neutral Zone cooled and eventually became simply a transition from one government's space to the other, and traffic to and from the Federation has become so common that it barely registers.

Prior to the alliance with the Federation, the Neutral Zone was one of the most dangerous regions of known space. Both the Federation and the Empire actively patrolled the border with heavily armed cruisers and gunships, while constructing an extensive network of fortified stations and listening posts. Spycraft and intelligence gathering missions were a constant for ships of both fleets, along with "navigation mistakes" that resulted in "unintentional" border crossings. But diplomacy was also a tool used to quell potential escalations or curry favor with the governments of neutral planets and extend influence into the Zone. Even after the relationship between the Federation and Empire improved, generations of conflict are hard to forgive and impossible to forget.

Officer Exchange Program with the Federation

In place for well over a decade, the Officer Exchange Program was instituted by the Federation and its allies to continue to improve relations and increase understanding between the various parties participating, including the Klingon Empire. As its name suggests, officers between two participating parties are temporarily reassigned to the positions of their counterpart and serve in that position, expected to carry out the duties and responsibilities of those positions according to the doctrine of the hosting party. Given the increased cooperation between the Federation and the Klingon Empire during this time, officers in the Defense Fleet are some of the most common participants in this program. Most exchanges last for a few weeks, though there is technically no upper limit on the time frame specified by the program itself, and therefore it is possible for semi-permanent exchanges to occur if both participating governments agree. Usually, however, the officers and commands involved prefer to allow these exchanges to achieve the intended goal and then reclaim their officers.

This program provides unique opportunities for characters of different backgrounds to be reasonably included regardless of the focus of the game, Klingon officers in Starfleet games and Starfleet officers in Klingon games, based on the desires of players and gamemasters. Such setups can provide unique opportunities for personal conflict to emerge, as the training and leadership styles of each group tend to be drastically different. Starfleet officers, in particular,



The Shackleton Expanse

One of the newest regions of exploration, the Shackleton Expanse has become a focal point of the nature of relations between the Empire and the Federation. While the rest of the Galaxy is preparing for war with the Dominion, the isolated reaches of the Expanse are on the farthest edge of known space in the Beta Quadrant. While the Starfleet vessels assigned here have been tasked with mapping, survey, and other exploratory missions, the Empire is most interested in identifying potential new sources of raw materials for its industrial sectors. This area of space is near one of the most remote Federation starbases, which is jointly operated by Starfleet and the Defense Force. Agreements between the two powers stipulate that "reasonable" territorial claims made by the Empire will be honored and those systems will be incorporated into Klingon territory. There remains some discussion of what the Federation considers reasonable, but the Defense Force regional command expects little resistance from Starfleet in the event of claim disputes.

While the Starfleet officers and other Federation staff at Narendra Station are clearly optimistic and excited about their postings and eager to begin, the same cannot be said for the Klingon warriors assigned to this area. For Klingons warriors, scientific and exploration missions are considered a poor use of a Klingon warship, especially when it is highly unlikely Starfleet will stand idle if a world ripe for conquest presents itself. Unlike Starfleet, the High Council does not consider this area of exploration and expansion to be an immediate priority.

Given the tidings of war with the Dominion and General Martok's belief that the unrest within the Cardassian Union is a Changeling plot demanding an immediate pre-emptive strike, the most decorated and capable officers and crews within the Defense Force are being prepared for battle. What remains are those individuals with poor reputations and service records to be assigned here, though the Empire would not be so short-sighted as to not include at least a handful of capable and trusted officers to oversee Klingon interests. General Kargan, in particular, has developed a cadre of senior officers as his advisors within the Shackleton Expanse, and can call in trusted captains and their warships to support his operations. This, and similar situations elsewhere in the Beta Quadrant, provide a gamemaster an excellent opportunity to try a Klingon-based Admiralty campaign (see Chapter 3 of ***The Command Division*** supplement for more information on Admiralty-level campaigns).

often struggle with the harsh and demanding expectations of Klingon officers and the confrontational methods they employ. Klingons, in contrast, find, what would be considered in the Empire as failures of personal discipline and devotion to duty, nearly impossible to accept.

Gamemasters are encouraged to introduce characters among the surrogate crew that will challenge officers in the Exchange Program to use disciplines and focuses outside of their favored methods. These social challenges can even escalate into truly difficult conflicts, but this extreme should be used sparingly and usually once is sufficient. Characters should also be afforded opportunities to show how their usual methods can be not only effective but preferable under the right circumstances, along with situations that highlight their chosen role and specialized training. Once again, the solution to every encounter should not always be focused on Klingon officers' tactical ability or Starfleet officers' technical expertise.

PLOT COMPONENTS

The Starfleet-focused ***Star Trek Adventures*** core rulebook and the three division supplemental sourcebooks (***Command***, ***Operations***, and ***Science***) provide a system to present plot elements and encounters based on the department characters join, using a color-coded system: Red for Command and Conn, Gold for Security and Engineering, and Blue for Medical and Science. While the allocation of resources and personnel to any given department within a Klingon crew may be different than what is found on a Federation ship, Klingon vessels possess each of them. We present the same system here, using **Doq** for Red, **SuD** for Blue, and **qol'om** for Gold.

DOQ PLOT COMPONENTS

Many plot elements and encounters in *Star Trek* are focused on diplomacy, politics, leadership, and other forms of social interaction. Klingons may prefer action to talk, but they can be every bit as devious, cunning, and persuasive as members of Starfleet. These elements allow characters in the Command and Conn departments to engage in, and excel at, the challenges that demand their talents, and be supported by members of the medical, scientific, security, and engineering teams.

GENERATING DOQ PLOT COMPONENTS

D20 ROLL	DOQ PLOT COMPONENT
1	Diplomacy
2–5	Matters of Honor
6–8	Conspiracy
9–12	Obligations to House
13–15	Political Rivalry
16–18	Show the Flag
19–20	Spiritual

DIPLOMACY

The Klingon Empire employs skilled diplomats for use when violence is deemed to be an unsuitable option for interacting with rival governments or tentative allies, and these individuals are well regarded throughout known space for their wit and eloquence. Klingon officers, unlike their Starfleet counterparts, are not usually expected to perform this role and instead transport these specialized individuals to wherever they are needed. Unfortunately, unexpected or rapidly developing diplomatic situations can require the closest Klingon officer to act on behalf of the Empire, and this traditionally falls on the nearest Klingon captain, supported by their senior officers.

MATTERS OF HONOR

For most Klingons, there is nothing more important than their personal honor and the honor of their ship, and any allegations or challenges besmirching that honor usually require as swift a response as possible. Klingon officers are afforded a significant amount of latitude from ongoing duties to redress insults, and captains are expected to defend both their own honor as well as that of their ship. High Command has a long history of allowing Klingon vessels to divert from planned courses and seek out either the source of an insult or opportunities to improve the ship's standing, as long as it does not threaten any ongoing strategic or tactical objectives, and such efforts usually require the involvement of the entire crew.

CONSPIRACY

Despite a reputation to the contrary, Klingons are quite skilled at covert activities. In fact, it is far more common for conspiracies to develop within the Empire than in other neighboring governments, such as the Federation. A Klingon officer, group, or entire crew are equally likely to find themselves caught up in the shadowy machinations of another polity or tasked with investigating and uncovering such activities. While conspiracies involving Klingons are often related to the current political dynamics of the High Council, rogue factions within the Empire may also seek to form alliances with the Empire's enemies in hopes of seizing power for themselves. In these situations, nearly every role and skill set are useful and can contribute meaningfully to their side's eventual success.

OBLIGATIONS TO HOUSE

Nearly all Klingon officers have some affiliation to one of the many Houses that make up the higher tiers of Klingon society. Especially influential Houses may even command the fealty of one or more Klingon ships, usually because the captain and/or the senior command staff are members of that House or otherwise allied to it. In such cases, the House can expect the support of these ships and officers in various official and unofficial duties to the House, such as transporting members of the House, protecting its holdings and interests, or assisting in scientific or engineering research valuable to the House's prospects.

POLITICAL RIVALRY

The dynamics of Klingon politics are as dangerous and deadly as everything else in Klingon society. While these rivalries are usually restricted to single individuals or between two Houses, there have been several cases where the situation escalates into widespread turmoil or civil war. Klingon crews may find themselves directly involved in events, either as a participant or as a neutral third party hosting ceremonial proceedings. Ships hosting these kinds of gatherings are expected to provide security for both rival parties, and also any arbiters that are involved. Allowing any member of the group to come to harm, outside of a direct challenge or dual, is seen as a great dishonor to the hosts.

SHOW THE FLAG

The Empire boasts one of the largest and most fearsome military fleets known, and wastes no opportunity to impress or intimidate others with displays of its might. Vessels assigned to represent the Empire in this way are usually not expected to come into direct conflict, but instead simply to project power along and beyond the borders of Klingon space. Unlike other similar missions, Klingon captains consider being chosen for such assignments to be a great honor for themselves and their ships. These missions usually entail traveling through allied or neutral territory and stopping over at strategically important facilities and bases, as well as meeting with important commanders or dignitaries in these regions, all the while demonstrating the impressiveness and ferocity of the Empire.

SPIRITUAL

For a culture that prides itself on slaying their gods, Klingons are intensely spiritual and much of the focus of their personal prowess and honor is centered on ensuring entry into the proper Klingon afterlife. Most Klingons make at least one spiritual pilgrimage during their lives, though the nature and duration of such travels varies depending on the Klingon in question. Beyond visiting these culturally important locations, a significant amount of Klingon archaeology is focused entirely on the historical locales and artifacts central to the most important individual in Klingon myth and history, Kahless the Unforgettable. Crews may discover an unknown cache of important objects or previously unknown sites while conducting exploratory or survey missions, or may be dispatched to support ongoing efforts and expected to provide whatever assistance is needed.

SUD PLOT COMPONENTS

Klingons generally do not consider scientific- or medicine-focused missions to be of great importance. The Empire understands, however, that it cannot simply ignore developments in scientific disciplines without exposing itself to potential threats. While Klingons may not be known for advanced experimentation and invention, that should not be taken to mean they are incapable of it, and those rare individuals that have devoted their lives to scientific endeavors are often recognized as experts in their field of study within the Empire and beyond. Klingon scientific equipment and sensor technology is on par with the other major powers, though enhancements and refits made to older Klingon ships rarely include making more than the most basic improvements to these systems.

GENERATING SUD PLOT COMPONENTS

D20 ROLL	SUD PLOT COMPONENT
1–3	Space Exploration
4–7	Medical Crisis
8–10	Planetary Survey
11-15	Research and Testing
16-18	Anomaly Investigation
19-20	Evacuation

SPACE EXPLORATION

The Defense Force rarely engages in active efforts to explore space for its own sake. Klingons have been traveling the stars for centuries, and for most warriors each new sector looked much like the previous. Instead, Klingon vessels venture into unknown areas to expand the borders of the Empire and seek out new potential conquests, and the space between points of interest is automatically surveyed as the ship passes through. With little opportunity for honor, glory, or battle, Klingon crews find these assignments tedious, and instances of arguments, brawls, and other disciplinary issues all increase during long periods in deep space.

MEDICAL CRISIS

Despite being a technologically advanced civilization, the state of Klingon medicine – especially within the Defense Force – is a developmental generation behind most powers in the quadrant. Culturally, Klingons place little importance on medical treatment, instead relying on the robustness of Klingon physiology. Klingon warriors, in particular, look down on the treatment of injuries, as they are expected to give their lives in service to their House or Empire. Similarly, illness is seen as a sign of weakness and if the individual cannot recover on their own, many Klingons believe they are better off dead. The Klingon Empire does, however, respond to medical situations and emergencies, especially when a virulent contagion is at work. If it can be treated or cured, those efforts are made. If it cannot, the Empire ensures it will not spread elsewhere, and those infected are eliminated so that they do not suffer needlessly.

PLANETARY SURVEY

Klingon warriors tend to view the surveying of planetary bodies in one of two ways: a pointless waste of time and resources or an opportunity for invasion and conquest. Though modern long-range probes are capable of surveying the entire surface of an uninhabited planet in a matter of days, their expense and limited power reserves restrict their use, and a ship is often more effective when evaluating an entire star system. This duty entails a seemingly endless amount of scanning, analyzing, and cataloging, which is



of little interest to most officers and crew. The discovery of an inhabited planet, however, is met with jubilation and excitement as Klingon vessels from all over the region converge and ready for glorious battle to bring a new world under the flag of the Empire.

RESEARCH AND TESTING

The Defense Force is constantly seeking to improve the efficiency and effectiveness of its military hardware. The bulk of scientific research and experimentation done on Klingon warships is focused on providing ever-more-effective and deadly weaponry, enhancing shielding and armor technologies, and making Klingon vessels faster and more difficult to detect. To this end, most research and scientific equipment aboard Klingon vessels is intended for energy analysis and power dynamics and little else. When additional capability is required, Klingon science officers must rely on the functionality of their warship's sensors and any modifications they can make to the equipment on hand.

ANOMALY INVESTIGATION

When Klingon vessels encounter strange anomalies during their travels, two question are usually asked by their command staffs: can the discovery be used to gain a strategic or tactical advantage, and does the discovery represent an immediate risk to the Empire? If it represents a threat to Klingon space or interests, the study and observation done will likely be limited to just the attempt to remove, destroy, or otherwise eliminate the threat. If it is not actively dangerous, but could provide military gains, the small science detail aboard will be afforded a brief period to study. If the anomaly is not dangerous or useful, it will be noted in the navigational charts, but largely ignored.

EVACUATION

Like most ships in service, Klingon vessels are capable of temporarily supporting populations several times that of their crew complement. Inevitably these efforts are unplanned and chaotic, requiring the attention of the entire crew to implement: security officers to maintain order, engineers to monitor and maintain critical systems, medical and science teams to provide critical care, command and conn officers to organize and direct resources. Such activities are usually the result of some catastrophic environmental event, as Klingons rarely abandon territory during conflicts and refugees from a contagion could potentially spread the problem to other systems.

QOL'OM PLOT COMPONENTS

There are few things Klingons prefer more than physical-related challenges, especially combat. Security plot elements are likely to be a significant part of any Klingon game. Klingon warriors thrive in situations that demand they push themselves to their physical limit, including harsh or inhospitable environments.

Klingons respond to technical or technological-related problems depending largely on their personal outlook. As engineering shares many commonalities with scientific disciplines, the way Klingons view and react to engineering-related tasks often follows the response they have to those areas. For most Klingons, technology represents nothing more than a means to wage war, and their interest in technological advancement is entirely focused in that small area. If it cannot be used as a weapon, improve a weapon's ability to kill, or get Klingons to the fighting faster, most Klingons have little interest in that particular technology.

Much like scientists, exceptional Klingon engineers are few and far between, but those few are often recognized as experts throughout the Empire. Unfortunately, Klingon warriors have little patience for technical problems that impact the effectiveness of their ships and equipment and expect that engineers will keep these things in perfect working order at all times, regardless of how unreasonable that expectation may be.

ESCORT

Since nearly all Klingon vessels, including transports and freighters, are armed, it is not usually necessary for Klingon warships to provide armed escort, unless these ships are entering an active combat zone. Dignitaries and government officials, however, rarely travel without an honor guard, and it is common for them to travel with a handful of ships in their flotilla as escorts. Considering that these esteemed individuals traditionally possess significant personal honor and influence, being attached to such groups is a sign that the ship, along with its officers and crew, are held in high regard. As most Klingon worlds are heavily fortified, ambushes by rivals and assassination attempts are usually attempted while in transit.

PATROL

One of most common duties assigned to Defense Force ships, patrol missions ensure that the vast territory claimed by the Empire remains free of infrequent piracy and enemy incursions. At any time, a significant amount of the Klingon fleet is engaged in these kinds of missions, and this allows High Command to maintain a sizable number of ships that can respond to developing situations quickly. Patrol duties can also provide a ship's crew a reprieve from extended deep space deployments, as it is customary for Klingon vessels to make port at stations and bases along its route. This also ensures that there is a regular influx of new Klingon officers to prevent an undue amount of power consolidation by local governors, as they never know when the next patrolling cruiser may arrive.

CHALLENGE

Promotion within the Defense Force is unique, when compared to their allies. Officers are expected to challenge a superior to personal combat for their position the moment they sense weakness or incompetence, and assume that role upon victory. Such contests can be, and often are, fatal, but this is not a requirement. Challenges to senior command or bridge officer positions, and beyond, are considered a great spectacle and draw roaring crowds. For this reason, all Klingon officers must be capable fighters. Assuming such a position, however, requires the officer to be skilled in the duties of that role, and more than one ambitious junior officer has suffered humiliation at the hands of a vengeful captain for failing to perform as expected after emerging victorious in a duel. By tradition, only the first officer has the right to challenge a ship's captain.

GENERATING QOL'OM PLOT COMPONENTS

D20 ROLL	QOL'OM PLOT COMPONENT
1–3	Escort
4–7	Patrol
8–10	Challenge
11-13	Tactical Assault
14-15	Oaths of Vengeance
16-17	Espionage
18-20	Defense

TACTICAL ASSAULT

Klingon warriors have a well-deserved reputation for their prowess in hand-to-hand combat, as well as their ability to wage ship-to-ship engagements. Boarding actions and planetary assaults are a common tactic during Klingon conflicts. Few Klingons officers, however, trust completely in the superiority of these skills, and executing a successful conquest also requires careful planning and implementation. These efforts include understanding the surrounding terrain or space, enemy emplacements and disposition, proper deployments, and so on, ensuring that every department aboard is involved. While the ultimate strategy used remains the senior officer's discretion, only truly inspired or foolish commanders ignore the recommendations of their staff.

OATHS OF VENGEANCE

Death is a constant aspect of Klingon life, but when the family or friends of a slain Klingon feels they've been killed dishonorably or their death has inflicted dishonor to themselves, they may swear an Oath of Vengeance. Like many other matters involving a Klingon's honor, the Defense Force allows Klingon officers a high amount of freedom in pursuing such oaths, so long as it does not immediately interfere with an assigned mission. The conflicts that result from pursuing an oath are always to the death and are usually between two single individuals. There are cases, however, where an entire crew has sworn an oath against some enemy or rival, and Klingon history has many examples where the oath of a single Klingon has grown and cascaded until it encompassed entire regions of space or pitted Houses against each other.

ESPIONAGE

Wars are fought with information as much as weapons, and Klingons have become quite skilled at gathering information by both covert and overt means. The Klingon Empire employs an intelligence organization, just like every major power in the Galaxy, which reports to High Command and can request Klingon vessels be sent on missions to investigate rumors or observe enemies, and the crews involved may not even be aware of the true nature of their mission. Given that nearly all Klingon vessels are equipped with a cloaking device, most are equally capable of completing the vast majority of these missions. In rare

circumstances, an Imperial Intelligence agent may join the crew, either openly or in secret, to achieve some particularly confidential or dangerous objective.

DEFENSE

Few enemies of the Empire are capable of mounting a sustained attack against Klingon holdings. Historically, such attacks have only been successful when they employ surprise with overwhelming force. The traditional Klingon response is to immediately mount a counter-attack, but some circumstances may require Klingons to assume a defensive position and allow the enemy to blunt its strength before striking back. The belief that it is better to die than to give ground forces Klingon strategists to ensure defenders understand the potential gains that can be made by an organized fighting retreat, especially during sustained conflicts.

CHAPTER 09.20

FOR THE GLORY OF THE EMPIRE

MISSION BRIEFS

"A KLINGON IS ALWAYS PREPARED TO DIE."

– KANG

OVERVIEW

This chapter presents a dozen detailed mission briefs you can modify for use as starting points for planning adventures in your Klingon-focused campaigns. Each mission brief is designed to stand alone, though they could be strung together into a story arc or longer campaign with minor modifications.

ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a ***Star Trek Adventures*** mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

Title: An evocative title for the episode or mission.

Suggested Era of Play: The *Star Trek* time period in which the mission brief is recommended to be set (*Enterprise* era, Original Series era, *The Next Generation* era.).

Suggested Spotlight Role: The suggested player character role the mission brief focuses on (player character roles are discussed in *Chapter 4.20: Lifepath Character Creation* on pages 115-116). This can be used to help you and your players plan character-focused episodes and character arcs.

Synopsis: High-level summary of the mission brief, detailing the key points such as location, key antagonists, the plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.

Opening Log Entry: A captain's log or a personal log, usually written with the suggested spotlight role in mind, with text that helps tease or kick off the mission.

Major Beats: Key scenes or encounters to include in the mission, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.

Minor Beats: Secondary plot elements or suggested subplots that could be woven into the mission as a side scene or subplot (more information on side scenes or subplots may be found in the sidebar on page 290 in *Chapter 8.80: Creating Missions*).

Key Non-Player Characters: Brief descriptions of key NPCs presented in the mission brief, including the main antagonist(s). This element may also suggest specific NPCs from *Chapter 10: Allies and Adversaries* to use or adapt for the mission.

Conclusion: The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions. This element may also include a suggested coda scene or a closing captain's log or personal log entry, bookending the mission based on the opening log entry, if one was provided.

Adding This Mission to Your Campaign: Advice on how you might fit the mission brief into your ongoing campaign.

"Strength of Belief"

Suggested Era of Play: Enterprise *era*
Suggested Spotlight Role: *Captain*

Synopsis

For centuries the followers of Molor have been at odds with mainstream Klingon culture, who follow the teachings of Kahless. Recently they have grown openly violent and aggressive, striking at temples and sanctuaries dedicated to Kahless, and are now moving against the most revered location in all of the Empire: Boreth. The players recently arrived at Boreth, after transporting a ranking cleric from Qo'noS.

Opening Log

"We have arrived above the monastery on Boreth. I have been honored by the monks and invited down to the planet to participate in the ceremony welcoming the new cleric, Mer'Jep." ▲

SHIP'S LOG

Major Beats

Enemies in the Walls

The captain, invited by the clerics, is in the monastery when the planet's defense systems are suddenly commandeered – controllable only from inside. The clerics are ill equipped to try and track one of the own. With the shields up, no one can transport in or out, and the weapon systems are actively targeting anything in orbit, including the character's ship. The captain must discover who is responsible as quickly as possible.

A Cold Day in Boreth

Once the Klingon responsible, Hor'Vat, has been discovered, he uses his knowledge of the monastery to escape into the cold wastelands of Boreth, notorious for its deadly blizzards and impassible terrain. The mountains interfere with sensors and when Hor'Vat is cornered, a squad of Klingon warriors devoted to Molor defends him. Even with the aid of the Boreth monks, who are skilled in *Mok'bara*, the fight is a deadly challenge. At the height of the combat, the Molor clerics manage to disable the protective shield, which then allows the ships in orbit to retrieve their warriors.

Falling Stars

Several older ships under the control of Molor's followers arrive and order the player characters to withdraw from the system. As a group, they provide an opportunity for a glorious death. After several exchanges between the ships, a momentary break in the action allows each side to retrieve their forces on the ground. Once Hor'Vat's ship is disabled or destroyed, the remaining vessels will attempt to flee.

Minor Beats

The monks of Boreth are rumored to protect more than artifacts of historic and cultural significance, though exactly what this might be is shrouded in mystery. There are also predatory beasts that stalk the mountains around the monastery, attacking anyone they run across.

Key Non-Player Characters

Hor'Vat, Son of Klu'at is a cunning warrior and learned the art of deception while serving as a member of Klingon Intelligence. Use the statistics for Kang on page 331 to represent him. The monks of Boreth and followers of Molor can be represented by the standard Klingon Warriors statistics on page 325. Hor'Vat's ships are Raptor Scouts, found on page 208.

Conclusion

After a series of exciting encounters, the players should be able to drive the followers of Molor away and protect the monastery. If it seems they are becoming overwhelmed, the planetary defenses could be brought online to provide additional firepower. While it is intended for Hor'Vat to be killed, he could be used as a recurring antagonist or as the lieutenant of a more capable individual.

Adding This Mission to Your Campaign

Introducing this mission into your campaign only requires a break in any ongoing plot lines. While written for the mid-22nd century, this mission works equally well in all eras of play. If the followers of Molor are not an appropriate fit for your campaign, replace them with a rogue or rival Klingon House.

"THE HONORED UNDEAD"

Suggested Era of Play: Enterprise *era*
Suggested Spotlight Role: *Engineering Officer*

SYNOPSIS

A mutated strain of Levodian flu has spread throughout the Empire, creating a state of crisis and killing millions. The player characters travel to a strategically important outpost several months after the outpost's crew was terminated due to a viral outbreak. The player characters must clear debris and salvage any remaining technology that might prove useful in rebuilding the outpost, while also disposing of the bodies of the warriors who once manned the outpost.

However, the Levodian flu, already mutating at a high rate due to secret eugenics experiments carried out at the outpost, had an unforeseen effect, reanimating some of the corpses into mindless monsters. The player characters must battle these reanimated warriors in order to rebuild the outpost.

OPENING LOG

"We have been ordered to Paritgoyle, a listening outpost situated on a frozen planet of the same name near Romulan space. Months ago, Levodian flu ravaged the outpost. Rather than succumb to the disease, the warriors of the outpost performed Hegh'bat, and ended their lives on their own terms. The virus should no longer be contagious, so we have been ordered to survey the outpost, dispose of the bodies that remain, secure any technology and equipment that still functions, and prepare the facility for rebuilding." ▲

ENGINEERING OFFICER'S LOG

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission requires some adjustment for campaigns set in eras other than the 2150s. In this case, gamemasters should simply switch the Levodian flu for a different disease and change the Human Augment DNA experiments to more generic "super soldier" procedures designed to engineer stronger, more durable Klingon warriors.

MAJOR BEATS

MISSING CORPSES

The player characters beam down to the outpost to find that its interior was exposed to the icy conditions outside. Some thirty-six warriors manned Paritgoyle when the viral outbreak occurred. But the player characters can find only about half the corpses. The corpses that remain bear knife wounds to the chest associated with *Hegh'bat*.

SECRET LABORATORY

The plot thickens when the player characters discover a hidden laboratory in the lower levels of the outpost. The laboratory equipment appears to have been used in genetic experimentation, and some of the storage units house viral samples. Scientific-minded player characters may deduce that technicians in the lab were manipulating a mutated strain of Levodian flu to see if it could be used to amplify Klingon regenerative abilities.

REANIMATED KLINGONS

The mission reaches its climax when dead Klingons, reanimated by the mutated experimental virus, attack the player characters exploring the outpost. The virus has activated only their most predatory instincts, and the reanimated Klingons are mindless and ferocious.

MINOR BEATS

The player characters may uncover clues in the secret laboratory or among the corpses strewn throughout the complex that the strain of the Levodian flu that infected the area contains traces of Human Augment DNA.

KEY NON-PLAYER CHARACTERS

Gamemasters can use the Klingon Veteran statistics on page 330 for the reanimated warriors with the following modifications: Reanimated Klingons have a score of 0 for all disciplines except Security and can make only unarmed strikes in combat.

CONCLUSION

The mission ends when the player characters either die at the hands of the reanimated Klingons or repel their attack. If the player characters are victorious, they're free to begin refitting the outpost. They may also follow up on clues recovered from the laboratory that lead them to the genetic engineering experiments Klingons conducted with Human Augment DNA.

"DISRUPTORS AT DAWN"

Suggested Era of Play: Enterprise *era*
Suggested Spotlight Role: *Weapons Officer*

SYNOPSIS

The player characters respond to a distress call from an outpost on the planet Barook, site of one of the Empire's remote dilithium mines. Upon arriving, they find the civilian inhabitants picking up their wounded and dead, worried about another attack, given that almost all their warriors died during a recent attack by indigenous aliens.

OPENING LOG

"These miners have not even a *bekk* to defend them, but they are Klingon! I will issue them weapons from the ship's armory and prepare them for battle. No foul **novpu'** will take this colony away from the Empire!" ▲

WEAPONS OFFICER'S LOG

MAJOR BEATS

ASSESSING THE SITUATION

Landing at the colony, the player characters must learn what happened and who is responsible for the attacks, and lend any medical assistance to the remaining locals. Perhaps some of the mining machinery was damaged in the recent attack, which gives an engineering officer the opportunity to make repairs. Once the player characters learn that the colony was attacked by indigenous aliens, they'll realize that they are the colony's only hope for survival, given the remoteness of the colony and the lack of able-bodied warriors left to defend.

CONVINCING THE LOCALS

The commanding officer faces a challenge when attempting to persuade the locals to stay and fight. Some hold true to their Klingon nature and desire to fight, while others may be full of fear – they insist they are laborers, not warriors. Perhaps there are native predators also picking off the weak, and some of the colonists are looking for any excuse to get off the planet and look for a more defensible home.

PREPARING FOR BATTLE

The weapons officer and other crew members must prepare the miners for the next attack. They use weapons from the ship's armory as well as any that can be crafted quickly for use in battle. The weapons officer may take the lead in training the miners on how to use the weapons. There is also the opportunity to prepare any traps for use against the invaders.

BLOODY SUNRISE

The next morning, the dust of approaching marauders appears on the horizon. The indigenous aliens charge toward the outpost, beam weapons blazing and blades shining in the morning sun. There are ten marauders for every player character involved in the battle, though you can adjust this number to change the difficulty of the battle as desired.

MINOR BEATS

A science officer or engineering officer might discover that the dilithium produced by the mine is unusually pure. If the colony should survive the next alien attack, they should consider notifying the High Council to send a stronger military presence to defend the colony. Also, one or more of the player characters could engage in a relationship with a local resident, creating the potential for a subplot or conflict.

KEY NON-PLAYER CHARACTERS

The colony's denizens can be represented by the statistics for a Klingon Corpsman, page 326, with the addition of one Klingon Veteran, on page 330. The alien marauders may be represented by the statistics for Jem'Hadar Warriors (page 369), minus The Shroud special rule.

CONCLUSION

If the player characters arm and train the locals, and are creative in their battle plans, they should win the day. If any of the characters befriended one of the locals, how does that subplot play out? Is the local killed during the battle? Does one of the player characters leave a blossoming relationship behind? Did they create a new enemy to deal with?

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure can be dropped into any campaign as an opportunity for battle and glory, to generate new subplots, or to introduce a new threat to Klingon holdings along the edge of the Empire's sphere of influence.

"Move and Counter-Move"

Suggested Era of Play: *The Original Series era*
Suggested Spotlight Role: *Captain*

Synopsis

The player characters are ordered to the independent world Rockhaven, located within the Triangle, an area of space tucked in amongst the Federation, Klingon, and Romulan borders. Rumors abound of high-grade dilithium being found on the planet, which has pulled several factions toward the Triangle. The crew must investigate the claims and, if the rumors are found to be true, attempt to secure the planet for the Empire.

Opening Log

"We have been ordered to Rockhaven to show the flag and to determine the truth to rumors of valuable resources on the planet. I am confident that the Federation, the Romulans, the Orion Syndicate, and perhaps others have also heard the rumors and are sending ships to investigate. My crew is battle-ready and on alert. We will defeat any challenge." ▲

CAPTAIN'S LOG

Major Beats

FIND THE TRUTH

The players' ship enters orbit around Rockhaven and the captain and a landing party beam down to investigate matters, under the pretense of shore leave or some other appropriate reason. They encounter the crews of several other factions, and the captain has the opportunity to trade barbs with the other captains while the crews interact, fight, or otherwise posture on behalf of their respective nationalities, all the while canvassing the area for locals who might be able to shed some light on the rumors.

CAT AND MOUSE

Digging deeper reveals that there are wildly divergent rumors about the dilithium mines, and that several names and species are rumored to be involved. Some say it is an Orion ruse, while others contend that it is a Ferengi tactic to destabilize the trading price of dilithium in the Triangle. Others suggest that a deep Federation agent is sowing disinformation. Whatever the truth may be, the captain has the opportunity to gather and use this information as they see fit to make alliances or to confuse their adversaries.

FOR THE EMPIRE!

Sufficient digging and the liberal application of threats, violence, or credits changing hands results in the captain and crew learning that the rumors are somewhat true – a small quantity of low-grade dilithium was found on the planet, though more extensive mining operations will be required to pull any additional crystal out of the ground. The locals are reluctant to have their planet stripped down, adding an additional faction for the captain and crew to contend with.

Minor Beats

With the crew smack in the middle of the Triangle and a multi-faction dispute over the newfound dilithium, there are numerous opportunities to introduce NPCs to be used as allies or antagonists for the player characters in this and future adventures. Alternatively, an existing nemesis from previous adventures could show up to spar with the captain and crew once again.

Key Non-Player Characters

Any of the Federation or Romulan NPCs in Chapter 10 may be used as needed in this adventure. Use Cardassian Soldiers (page 365) for Orions, and other NPCs as needed for other factions you wish to add to the mayhem.

Conclusion

If the captain and the crew are devious or perhaps even direct in their efforts, they should be able to secure the planet, or at least the mines, in the name of the Empire. However, doing so could take more than one mission to complete, perhaps even constituting a long character arc or mini-campaign for the captain and the crew. Perhaps stories will be sung of the captain who secured Rockhaven's mines for the Empire out from under the noses of several enemies…

Adding This Mission to Your Campaign

This adventure can be added to any campaign set in any era, and could be used to kick off a new campaign focused on the Triangle, an ideal place for a new captain and crew to make their mark and gather glory and honor for themselves and the Empire.

"THE GREAT GORN GAFFE"

Suggested Era of Play: *The Original Series era*
Suggested Spotlight Role: *Surgeon*

SYNOPSIS

With the Federation probing one edge of the Klingon border, the Empire needs to prevent smaller neighbors from following their example. A call for assistance from a bold Klingon entrepreneur – Overseer L'Hov, operating several small dilithium mines just outside Klingon space – has drawn the High Council's attention. The safety of these mines is now threatened by impulsive Gorn. Are these attacks part of a military probe or of a greater conspiracy?

OPENING LOG

"So, finally the Empire has lost enough warriors in the Gorn border region. Now, we go stand guard over some nearly depleted dilithium mine. It is, perhaps, only a political move, but things are never simple in this region. I will keep my *d'k tahg* sharp and prepare for wounded." ▲

SURGEON'S PERSONAL LOG

MAJOR BEATS

A COMFORTING PRESENCE

Arriving in space outside of a small dilithium mine run by Overseer L'Hov, the player characters are immediately attacked by a Gorn ship claiming to protect the outpost, which shows signs of a recent attack. The overseer is grateful for their assistance but does not want the player characters to linger. Chief Miner Korvad counters that the characters should stay, as he could use help rescuing miners lost in the damaged tunnels. Unusual equipment of Gorn design fills the mine. Searching the tunnels, player characters find that many of the miners are injured and require medical attention.

WHAT LIES WITHIN

A Gorn miner, Tyran, and some accomplices have taken over a section of a small dilithium mine. As this Gorn is the only one who can maintain the equipment, the overseer asks the players to not kill Tyran. While captive, Tyran displays erratic behavior. Upon further investigation, the players learn that Tyran's periods of aggression are linked to a strange chemical influence, which must be neutralized before conducting a successful interrogation. During the interrogation, the players learn that Tyran had worked alongside the miners peacefully for months prior to an Orion merchant's recent trade with the outpost.

A MINE TOO FAR

L'Hov reports that their nearby auxiliary dilithium mine on an asteroid has failed to report in. Most of the operation is staffed by Gorn, a disturbing thought considering recent aggression. Accompanied by Tyran, the players should quickly notice the contrast in Gorn behavior – Tyran is cooperative, while the others are blindly aggressive. While subduing the miners, an Orion vessel arrives, offering assistance with the revolt in exchange for ownership of the mine. This should appear suspicious as no one has called for aid. When dealing with the Orions, the players can learn that the Orions have been chemically influencing the Gorn.

MINOR BEATS

A rivalry between L'Hov and Korvad could lead to extended investigations. Meanwhile, by having the two mines originally belong to other species, political tensions in the area could escalate into further conflicts.

KEY NON-PLAYER CHARACTERS

Overseer L'Hov is the administrator with ambitions to quickly further her House. Use the statistics for Lursa on page 349 to represent her. Korvad is the engineer with as much concern for staff as for profits. He can be represented by the statistics for Lieutenant Klag on page 344. Use the statistics for a Starfleet Engineer on page 360 to represent Tyran (change his Fitness and Stress to 10 and use only unarmed strike). Use Romulan Uhlans (page 363) to represent any Orion guards.

CONCLUSION

If all Gorn miners are killed, the overseer may require the players to acquire a new workforce. In all cases, the mission should end with the dilithium from the two mines continuing to flow into the Empire.

ADDING THIS MISSION TO YOUR CAMPAIGN

When incorporating this mission into your own campaign, consider having the Orions be agents of a recurring villain. They could be hired by a rival House or be part of a large pirate organization seeking to establish dominance in the Neutral Zone.

"DINNER FOR TWO"

Suggested Era of Play: *The Original Series era*
Suggested Spotlight Role: *Helm Officer*

SYNOPSIS

A famous composer of Klingon opera, brother to a member of the High Council, has gone missing. His long-range shuttle failed to arrive and has disappeared into a dangerous region of space. The characters have been tasked with finding and, if possible, rescuing him.

OPENING LOG

"We have been dispatched on a personal errand for the High Council to search for a shuttle that's gone missing. While I dislike being tasked like some bureaucratic functionary, I cannot risk refusing the request." ▲

SHIP'S LOG

MAJOR BEATS

BREAD CRUMBS

There is a sizable amount of ship traffic in the region, and someone familiar with the shipping lanes can use that knowledge to track any ships that may have traveled through. The long-range sensors of a passing transport spotted the shuttle two days before. Once the players have moved to its last known position, the science officer and flight controller are able to extrapolate its direction, using careful projections and flight path calculations, based on a faint warp signature.

THE FOOD CHAIN

The trail goes cold in a region of space called the Swamp, known for navigational hazards, subspace distortions, and a large stellar nursery. While the navigational hazards require quick reflexes and coordination among the sensor operator, conn, and engineering, the real dangers are the *et'KelChu*, large creatures that will attack any nearby ship, attempting to feed on energy, and are all but immune to energy weapons.

DANCE PARTNER

The shuttle drifted due to its momentum and the turbulent stellar winds throughout the nebula. The interference makes using transporters and tractor beams problematic. There are Klingon life-signs still on board, but the small vessel is tumbling and twisting erratically. Without transporters, the characters must dock and extend an umbilical. The characters must match and parallel the motion of the shuttle exactly throughout the time the rescue is underway.

MINOR BEATS

The nebula is an excellent place for an ambush if the player characters have made enemies of another powerful House or crew. It also makes for a good final resting place for missing ships. The shuttle could also be transporting other interesting NPCs connected to on-going plots in your campaign.

KEY NON-PLAYER CHARACTERS

Et'KelChu are spacefaring lifeforms that are treated as both an NPC and ship, using their system scores as attributes. They have System scores of 7, Security of 3 and all other departments of 2. They also have Power 5, Scale 2, Shields 0, and Resistance 4. As an energy-consuming species, *et'KelChu* reduce the damage inflicted by any energy attack to 1 and have a special energy draining attack. This attack ignores shields and drains Power equal to the damage inflicted, and is resolved at Range Close and 2. Consider starting the encounter with a number of these creatures equal to half the number of player characters.

CONCLUSION

With the evacuation of the shuttle's crew and passengers, the player characters are able to withdraw from the region. If unable to locate the shuttle, there is always the possibility that interference will lessen, allowing for a weak distress call. If the *et'KelChu* prove too difficult, have one wander off after it suffers a breach. If the encounter is too easy, spend Threat to bring in more as necessary.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added to any campaign, and the name of the councilor and their House has been undefined to allow you to use any important figure from your existing campaign.

"Gale Force"

Suggested Era of Play: *The Original Series era*
Suggested Spotlight Role: *Science Officer*

Synopsis

Romulan activity has increased along the border, and influential members of the High Council have dispatched warships to garrison the area, but not to cross into Romulan territory without provocation. Strange subspace disturbances and sensor echoes have been detected across the sector, leading many to believe the Romulans have already entered Klingon space under cloak.

Opening Log

"Our ship is one of several that have been ordered to the Romulan border as a response to a buildup of Romulan forces. Reports circulate that various ships have noted strange sensor readings, and we believe the Romulan petaQ'pu' have already snuck into our territory. I look forward to making them pay for their mistake." ▲

SCIENCE OFFICER'S PERSONAL LOG

Major Beats

Shadows and Ghosts

The Romulans have stationed ships on their side of the border and are patrolling openly, without using their cloaks, watching the Klingon activity with great interest. The sensor echoes blink in and out and are difficult to track. It is up to the science officer to identify a way to improve detection and accurate tracking to find the Romulans, and coordinate activities with other Klingon ships.

Eye of the Storm

Several small, cloaked Romulan ships have been gathering in an uninhabited system, nestled inside a spatial anomaly: a powerful radiation storm that has distinct subspace and gravitational eddies at its center. Once the characters enter, it becomes possible to identify the source of the eddies – a damaged warp engine of unknown design, potentially using a gravity well. The Romulan escorts will immediately attack if the Klingons attempt to capture or board the mystery ship.

Blackhole Soul

The ranking officer on the damaged Romulan ship is a charismatic Tal Shiar operative named Voska, who contacts the Klingons after the Romulan escorts have been driven off. He reports that his ship suffered a catastrophic failure of its main reactor, and he attempts to negotiate the rescue of his crew. While cloaked, the Klingons cannot target the ship effectively, nor make use of transporters. Sensor data shows that the ship will soon explode, and possibly form a small black hole.

Minor Beats

There is always a possibility that an informant or undercover operative is on a Romulan ship, or for the Romulans to have one on the Klingon ship. The buildup of forces may also start a shooting war along the border.

Key Non-Player Characters

Voska uses the stats for Major Verohk on page 364. The Romulan Escorts use the Romulan Bird-of-Prey on page 253 and the damaged Romulan ship uses statistics given for the Klingon D7 Battle Cruiser on page 212.

Conclusion

Voska will never allow the Klingons to board or capture his ship, as they have been conducting clandestine operations in Klingon space, and will destroy the ship and kill everyone aboard if necessary. His negotiations are a ruse to delay the Klingons long enough to be caught in the blast.

Adding This Mission to Your Campaign

Romulans have a well-deserved reputation for treachery, espionage, and misdirection. This mission is an excellent addition to any game where Romulans make frequent appearances. Because of the proximity of the Federation, Klingons, and Romulans, this adventure could take place nearly anywhere along the borders.

"SUBVERSION"

Suggested Era of Play: The Next Generation *Era*
Suggested Spotlight Role: *First Officer*

SYNOPSIS

A young warrior challenges the authority of the first officer, claiming the senior officer is too cautious for command. After the confrontation, it becomes clear the junior officer was under the influence of Romulan mind control. Investigating the situation reveals similar incidents on several other birds-of-prey, and the player characters discover a Klingon general is collaborating with the Tal Shiar.

OPENING LOG

"We continue our routine patrols without incident, though I sense the warriors on board are anxious for an engagement. The Klingon soul grows restless when it is not tested in battle." ▲

FIRST OFFICER'S LOG

MAJOR BEATS

PROBLEMS WITH AUTHORITY

This mission assumes the first officer in the campaign is a player character. Soon after the first officer files the above log entry, a junior officer aboard the bird-of-prey challenges the first officer's authority. The young warrior, Roglev, claims the first officer has become too feeble and cautious and no longer deserves the privilege of command. Roglev challenges the first officer to single combat.

Roglev sports a new ocular implant over one eye. The implant is a prototype designed to enhance his vision, which was installed after he received advanced special operations training overseen by General Tarka'Gel, an influential Klingon military official. Some might view Roglev and his implant with suspicion, given the habit of Klingons to eschew implants in favor of battle scars.

ADDING THIS MISSION TO YOUR CAMPAIGN

Klingons and Romulans have spent much of their mutual history as rivals, though they were allies for a brief time in the late 2260s. For campaigns that take place during this period, gamemasters should portray the Romulans as so devious that they conduct espionage even against their allies. For gamemasters whose campaigns take place during an earlier era in which ocular implants with mind-control capabilities may seem out of place, Roglev can undergo hypnosis instead.

CURIOUS RADIATION

If Roglev wins his challenge and becomes first officer, he immediately begins calling for suspicious changes to ship operations, including limiting the intensity of sensor sweeps near the Romulan border. This should alert the crew that something strange is happening with Roglev.

If Roglev lost the challenge but survives the fight, he awakens as if from sleep with no memory of anything that happened to him after he reported for his advanced special operations training. Examining his ocular implant reveals that it emits strange E-band radiation. The player characters receive word from other birds-of-prey that similar incidents have occurred in which junior officers challenged superiors after receiving special operations training from Tarka'Gel. The characters should deduce that the ocular implants receive radiation bursts that control the minds of the warriors who wear them.

CONFRONTATION

Following these clues leads the player characters to the remote military training camp operated by General Tarka'Gel. Confronting the general reveals that he is a Romulan collaborator. Tarka'Gel will not go down without a fight, however, ordering his personal guard to protect him at all costs.

MINOR BEATS

Following the trail of clues to General Tarka'Gel could inspire the player characters to search for Tal Shiar operatives operating in Klingon space. This could become an ongoing subplot for a campaign.

KEY NON-PLAYER CHARACTERS

Use Captain Korris' statistics on page 345 for Roglev and assign him an "Ocular Implant" trait that reduces the Difficulty of any tasks that rely on eyesight by 1. Roglev also suffers no Difficulty penalty due to darkness. Use Duras's statistics on page 348 for Tarka'Gel, adding a "Romulan collaborator" trait. Use the Klingon Veteran statistics on page 330 for Tarka'Gel's personal guards.

CONCLUSION

The mission ends when the Romulan attempt to control the minds of young warriors is exposed and shut down. Before Tarka'Gel is defeated or taken into custody, however, he makes clear he knows of other attempts by Romulans to subvert Klingon authorities and turn Klingon officers against one another.

"My Ally or My Enemy"

Suggested Era of Play: The Next Generation *era*
Suggested Spotlight Role: *Second Officer / Third Officer*

Synopsis

With Chancellor K'mpec fading in power and several factions within the High Council competing for supremacy, the stability of the Empire is at risk. The player characters are caught up in internal bickering among the crew. It is hard to know who to trust, or where each crewer's loyalty truly lies. The player characters must root out any instigators and bring stability to the ship, so that it might best serve the Empire.

Opening Log

"It is a dark day for the Empire. My sources inform me that Chancellor K'mpec will not survive another season, and that it is not clear who the most worthy successors will be. Gowron and Duras appear to be the front-runners, though neither is powerful enough to stand firm as chancellor. I am uncertain who to back, or who to trust." ▲

OFFICER'S LOG

Major Beats

Sounding Out the Crew

The player characters, especially junior officers or any that are not the captain or first officer, have the opportunity to deliver the news to their subordinates that the Empire stands on shaky ground. Loyalties must be declared, and, if necessary, tested. Some of the player characters might choose to test this directly, while others may take a more subtle approach. Either way, they collectively determine that the lower decks of their warship are full of dissenting voices, with the crew split among several possible contenders for chancellor.

The Agitators

As the ship conducts normal operations, grumblings rise within the lower decks. Investigation by the senior staff proceed, with blades pointing to several possibilities of agitators within the ranks, who create dissent and trigger small disagreements that threaten to turn into larger conflicts. Do the officers try to deal with the dissent themselves, or report the problems up the chain of command to the first officer or captain?

Uniting the Crew

Tensions on the ship rise, and as the unity of the crew is at a breaking point, one or more player character should step up to take the reins and bring order to the vessel. Whether that is by challenging and executing the agitators, talking them down, distracting the crew with honorable battle somewhere else, or some other means, the captain or other player character attempts to pull the crew together into a unified force.

Minor Beats

This adventure offers the opportunity for player characters to make allies or enemies among other Houses, through questioning and interacting with the other members of the crew. Those new friendships or rivalries could turn into ongoing subplots in your campaign.

Key Non-Player Characters

Feel free to use any of the Klingon NPCs detailed on pages 325-330 to fill out your ship's crew roster as needed to provide the player characters with worthy antagonists to contend with during this adventure.

Conclusion

No matter which side the crew ends up supporting in the impending civil war, the player characters are instrumental in uniting the factions aboard the ship under a common banner. That may be for Gowron, Duras, another contender (perhaps even one of the player characters' own Houses), or just unified and loyal to the ship and crew itself. Bonded together, the ship and crew will brave the coming storm, together.

Adding This Mission to Your Campaign

The Empire has experienced several periods of internal instability throughout the *Star Trek* timeline, so this adventure could fit into nearly any campaign, especially ones that have political threads running through them. Simply change the names of the current chancellor and the top contenders to match your campaign's time period.

"BROKEN PROMISES"

Suggested Era of Play: The Next Generation *era*
Suggested Spotlight Role: *Engineering Officer*

SYNOPSIS

Unexplained failures and accidents have been plaguing the KDF and rumors have begun circulating that the failures are the result of sabotage, and several of the events caused significant damage, crippling injuries to personnel, and deaths. The KDF has been placed on high alert, and ships throughout Klingon space have been ordered to report to local stations and shipyards for system checks.

OPENING LOG

"Our ship is traveling to a nearby shipyard by order of High Command. We have begun experiencing irregularities in numerous systems and believe that our vessel may be affected by these acts of sabotage. My *R'uustai* recently died in one of these "accidents" and I have vowed to discover who or what is behind these events and avenge him." ▲

ENGINEERING OFFICER'S LOG

MAJOR BEATS

ALLEGATIONS AND INTRIGUES

The intelligence arm of the Klingon Empire believes the failures are a complex series of intentional sabotage. An intelligence operative, Ja'Bruk, has arrived and is investigating the personnel assigned to the shipyard as potential suspects. He has no interest in working or coordinating with anyone else, and considers the characters' involvement and investigations with suspicion.

ADDING THIS MISSION TO YOUR CAMPAIGN

Inserting this mission into your ongoing game is only a matter of waiting until there is a break in the planned activities. It may also be helpful to begin hinting at unexplained system malfunctions, equipment failures, and even destroyed ships throughout the fleet, especially in the local sectors.

SOME DISASSEMBLY REQUIRED

The industrial replicators used to fabricate large sections and equipment are failing. In order to discover the cause, a replicator will need to be completely disassembled – an intensely time intensive and difficult task. The correct control module must be found and its control programming corrected. This is no small feat; the control program contains billions of lines of computer code contained on tens of thousands of isolinear chips.

BUYER BEWARE

The player characters learn that the control modules were provided by a Ferengi merchant named Karilo. Tracking down Karilo is a challenging prospect. The Ferengi has business dealings throughout the neighboring sectors and travels constantly, peddling his wares. Finding him will require persuasive conversations, expertly executed sensor sweeps, and clever navigation. Karilo was aware that the replicator control programming was cheap, but the Klingons refused to contract him for the maintenance, so he withheld any updates.

MINOR BEATS

Equipment failures on board the ship provide excellent opportunities for unforeseen challenges to the players. Similarly, the senior Klingon engineer at the shipyard is likely to take offense at the suggestion that their construction work is faulty and will surely challenge anyone who says otherwise.

KEY NON-PLAYER CHARACTERS

Ja'Bruk uses the Klingon Infiltrator statistics on page 329, while Karilo uses the Ferengi Salesman statistics on page 368.

CONCLUSION

Once the group discovers the truth behind these failures and locates Karilo, they will be able to correct the faulty computer code and ensure the problems do not continue. If they have achieved significant success, they may even be able to ensure that issues of this nature are automatically identified in the future.

"WHO HOLDS DOMINION HERE?"

Suggested Era of Play: The Next Generation *era*
Suggested Spotlight Role: *Weapons Officer*

SYNOPSIS

The Klingon Empire has recently been pulled into the Dominion War on the side of the Federation. As the battles rage on, the Federation calls on its Klingon allies to assist in everything from border patrol to full-on assaults. Their most recent request involves recovering a large number of hostages abducted by the Cardassian Sixth Order, reportedly held at Outpost 61. Could this be an opportunity to strengthen this new alliance, or is it all a Cardassian trick?

The priorities of this mission are to free the captives and see them safely to the Federation, while maintaining good relations with the guests on board the player characters' warship.

OPENING LOG

"The Federation tries the bonds of our new alliance with this request. A Federation officer and a Cardassian "liaison" are on board my ship. I do not like it. But, if they speak true, there is much glory to be gained from this attack. The Sixth Order is a worthy foe." ▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

ASSAULT ON OUTPOST 61

The Federation was overseeing the relocation of several hundred Cardassian defectors when the small force was ambushed. According to the player characters' Cardassian guest, Jossar Ren, several dozen hostages were taken alive before Starfleet officers encouraged him to flee. Jossar Ren has little confidence in the Federation's ability to free his friends, so Starfleet has asked that the characters take over the liberation mission. Joining with several other Klingon vessels, their ship is taking the lead of a large force tasked with the assaulting the Sixth Order forces at Outpost 61, where their informant claims the hostages are held. As they approach, the player characters find the base prepared for an attack with several enemy ships orbiting the outpost on high alert. Once they are defeated and the outpost defenses are disabled, Starfleet Lieutenant Shene helps the players prepare to assault the base on foot.

INFILTRATION

With the assistance of Federation and Cardassian guests, the crew has an infiltration plan. Once inside Outpost 61, the player characters initially encounter several debilitating traps. These traps and assault counter-measures must be disabled before the characters can continue further into the outpost. With the security systems bypassed, they find the clearest path to the hostages. After encountering Cardassian and Jem'Hadar resistance, they are able to secure the hostages. There are more than expected and so some must be transported to additional Klingon vessels.

EXPLODING TENSIONS

With the liberated captives distributed to multiple ships in the task force, the player characters begin the long trip to rendezvous with their Federation allies. On the way, one of the ships in the fleet reports technical troubles and soon explodes. Suspecting sabotage, tensions rise. The player characters must keep the guests on their ship alive while ensuring no systems have been damaged. Upon arriving at the agreed-upon destination, the characters find the Federation ship under attack from Jem'Hadar forces. The characters must attempt to save their Federation allies and transfer the hostages.

MINOR BEATS

Try having the Federation officer be of Bajoran descent, adding an extra layer of conflict as tensions flare between the Bajoran and Cardassians.

KEY NON-PLAYER CHARACTERS

Jossar Ren, a male Cardassian interested in defecting due to the recent alliance with the Jem'Hadar, may be represented by the statistics for a Cardassian Glinn on page 366. Lieutenant Shene, a Starfleet engineer, can be represented by the statistics for a Starfleet Engineer on page 360.

CONCLUSION

At the end of this mission, the hostages should be returned to the Federation, strengthening ties with them.

ADDING THIS MISSION TO YOUR CAMPAIGN

Consider having one of the rescued hostages be a Changeling. This Changeling could take over a member of the crew or the captain of a sister ship. From this position, they would have access to critical KDF information.

"WHERE'S THE GAGH?"

Suggested Era of Play: The Next Generation *era*
Suggested Spotlight Role: *Ship's Cook*

SYNOPSIS

During an intense period of battle during the Dominion War, the players' fleet is crippled during battle and left deep behind enemy lines, with dwindling fuel and supplies. The crew is forced to scavenge for resources. The crew also gathers up the survivors of other allied starships, and brings them aboard. They all must work together to scrape enough basics together to survive the return to allied space.

OPENING LOG

"Far behind enemy lines, with crippled warp engines and empty bellies, my crew must survive to fight another day. There is no honor in dying from an empty stomach. I must lead the effort to secure proper sustenance for the crew, even if it means searching every planet between here and Qo'noS to do it!" ▲

SHIP'S COOK'S LOG

MAJOR BEATS

HOW MANY GUESTS DID YOU SAY?

The adventure opens up with the ship in chaos. There are plenty of repairs and injuries to tend to, not to mention trying to scrounge up enough food for the crew to eat. In addition, the intermittent sensors pick up numerous escape pods and life-signs amongst the other ruined ships of the fleet. Working smartly, the crew should be able to rescue a hundred survivors, or more if that number proves too small to create additional hardship.

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure would fit well into any Klingon campaign involving an ongoing war, skirmishes along the border, or other reason to need a break from glorious battle. It may also allow the opportunity for a non-typical character role to shine.

THERE'S RAKHT IN THAT SWAMP!

Working with the science officer, the ship's cook identifies several nearby planets to beam down to in order to find food. A landing party provides ample opportunity for most character roles to shine, as they need to scout for resources and then analyze any found plants and animals for compatibility with Klingon digestion and cuisine.

WATERING DOWN THE STEW

Once the crew has gathered enough resources, the ship's cook and any participating player characters can attempt to create additional food, and then figure out how to stretch out those resources to last long enough for the ship to make it back to allied space. The additional survivors they gathered along the way add to the challenge of providing for everyone, but they refuse to leave any warrior behind. Perhaps the crew is forced to chew on boot leather and drink the filtered dregs from the last bloodwine barrel. As they approach the forward battle lines, they detect a patrol of Jem'Hadar fighters closing in. Just as battle is engaged, a trio of well-armed Klingon birds-of-prey decloak and swoop in, and devastate the Jem'Hadar.

MINOR BEATS

Any of the player characters might befriend one of the members of the other crews, or perhaps turn one of them into a new nemesis or antagonist to deal with in a future adventure.

KEY NON-PLAYER CHARACTERS

Jem'Hadar Warriors (page 369) or Cardassian Soldiers (page 365) make for effective opponents during this adventure. Use any of the creatures in *Chapter 10.90* as statistics for local predators encountered during landing parties to gather resources.

CONCLUSION

Under ideal circumstances, the ship's cook will be able to secure enough food for everyone to survive to the end of the adventure. Complications may result in food poisoning, while especially skillful results on tasks may result in the crew being better fed than expected, which might enable to them to repair the ship well enough to properly join in the closing battle.

CHAPTER 10.00

ALLIES AND ADVERSARIES



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CHAPTER 10.10

USING NON-PLAYER CHARACTERS

"REVENGE IS A DISH THAT IS BEST SERVED COLD."

– KLINGON PROVERB

This chapter presents a variety of non-player characters (NPCs) the gamemaster may wish to include in their encounters and adventures. While detailed advice on using and creating NPCs was covered in *Chapter 8.60: Non-Player Characters*, we have repeated some key information here for ease of reference, specifically related to using NPCs in an encounter or mission and adjusting NPC statistics to create a greater challenge for player characters.

QUICK PROMOTIONS AND ADJUSTMENTS

Many of the NPCs presented throughout this chapter and various ***Star Trek Adventures*** products are presented as baseline Minor, Notable, or Major NPCs. You may want to tweak their statistics to suit your story, adventure, or game difficulty, or to simply provide some variety. If you wish to do so, consider the following guidance:

- **Promote a Minor to a Notable:** Add 1 point each to their best two attributes (ensuring that no attribute goes above 12), add 1 point to every discipline (ensuring that no discipline goes above 5), and give them two focuses and a single value. Remember to revise their Stress and weapon totals based on those increases, if necessary.
- **Promote a Notable to a Major:** Add 2 more attribute points while remembering that attributes cannot be increased beyond 12, then add 4 more points to their disciplines while remembering that disciplines cannot be increased beyond 5. Give them up to a total of six focuses, two more talents, and two more values. Go through the finishing touches by checking their derived statistics such as Stress and weapon totals.

ESCALATION

Many of the NPCs presented throughout *Chapter 10* contain weapon options or rules marked **Escalation**. These represent common variations for that type of NPC that represent response to a greater danger, or which themselves make the NPC more dangerous – it is commonly applied to more powerful weapons for this reason. NPCs do not normally have access to **Escalation** options. Instead, when an NPC is brought into a scene, the gamemaster may spend 1 Threat to add one of the escalation options to all NPCs of that type. For example, the gamemaster may spend 1 Threat to have all the Klingon Warrior NPCs in the scene carry *bat'leths* in addition to their other weaponry.

NPC CATEGORIES

Remember that there are three categories for NPCs:

- **Minor NPCs** are usually rank-and-file personnel. Minor NPCs are the most common type of NPC present in a scene. Minor NPCs cannot Avoid an Injury.
- **Notable NPCs** are more dedicated and resourceful characters. Notable NPCs may Avoid an Injury once per scene just as player characters can, but they cannot recover the ability to avoid injury.
- **Major NPCs** are leaders and important individuals, with a wide range of skills and abilities. Major NPCs may Avoid an Injury as player characters do, and may regain the ability to avoid injury in the same way as player characters.

NPCS AND VALUES

Most NPCs don't normally have Determination points to spend; only Major NPCs can gain the benefit of them. However, some NPCs do have values. In situations where an NPC's value creates a complication, or their values are challenged, the gamemaster adds 3 points to Threat, rather than giving the NPC a point of Determination. Similarly, when their value would be beneficial, an NPC can gain the effects of a point of Determination by spending 3 Threat.

SPECIAL ABILITIES

Many NPCs possess one or more special abilities, including talents. The full list of NPC special abilities are provided on pages 284-286, while talents are detailed in *Chapter 4.30: Talents*, beginning on page 118.

THE KLINGON EMPIRE

"LONG LIVE THE EMPIRE!"
– KOR, DAHAR MASTER

Originating from the planet Qo'noS in the Beta Quadrant, the Klingon Empire is a warrior-dominated species and one of the major powers in the known Galaxy. This section presents several generic Klingon NPCs for use in your adventures as well as a large selection of Klingon characters from across the established *Star Trek* timeline, representing every era of play from 2151 to 2379. Additional Klingon NPCs may be found in the ***Beta Quadrant Sourcebook***.

KLINGON WARRIOR [MINOR]

Virtually fearless and trained extensively in various combat techniques, a Klingon warrior (or *bekk*) is a devastating opponent. Ruled by ancient traditions and a strict code of honor, a Klingon warrior does not fear death, but, if they have to die, it should be during battle or in the line of duty.

TRAIT: Klingon

ATTRIBUTES

CONTROL 07	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 07	REASON 08

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE –

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- ***Brak'lul:*** A Klingon Warrior's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Warrior attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.



KLINGON ANALYST [MINOR]

Unappreciated and often ridiculed by the warrior caste, Klingon analysts serve aboard warships, space stations, and deep space outposts, conducting scientific research and laboratory experiments. Analysts may not be effective warriors, but they play an unglamorous but necessary role in Klingon cultural advancement.

TRAIT: Klingon

ATTRIBUTES

CONTROL 09	FITNESS 07	PRESENCE 07
DARING 08	INSIGHT 08	REASON 09

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE 02
CONN –	ENGINEERING –	MEDICINE 02

STRESS: 8 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee, 4, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 5, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Analyst's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Analyst attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.

KLINGON CORPSMAN [MINOR]

While most Klingon warriors shrug off injuries when they receive them in battle and generally prefer to wear battle scars with pride rather than get them healed properly, there are times when it's necessary or preferred to get injuries tended to. Klingon corpsmen are trained battlefield medics with terrible bedside manners.

TRAIT: Klingon

ATTRIBUTES

CONTROL 09	FITNESS 07	PRESENCE 07
DARING 08	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE 02
CONN –	ENGINEERING –	MEDICINE 02

STRESS: 8 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 4, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 5, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Corpsman's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Corpsman attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.



KLINGON ENGINEER [MINOR]

Somewhat more respected than their scientific brethren, Klingon engineers are tasked with keeping the Empire's warships, stations, and equipment in good working order. A warrior with a poorly-operating or inoperative vessel or weapon is less effective on the battlefield, which means that skilled engineers are a prized resource to have on one's warship or in one's squad. The best engineers in the KDF are jealously guarded by their captains and crews.

TRAIT: Klingon

ATTRIBUTES

CONTROL 07	FITNESS 08	PRESENCE 07
DARING 08	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND –	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE –

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Engineer's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Engineer attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.

KLINGON PILOT [MINOR]

Many Klingon warriors prefer to face their enemies head-on, in physical face-to-face combat. Others, notably Klingon pilots, prefer to wear their fighters and warships like armor and engage their enemies in space. More than one alien species has underestimated Klingon prowess at the helm and paid for their arrogance with their lives. Klingon pilots are fearless in battle and often push their vehicles far beyond any reasonable safety restrictions.

TRAIT: Klingon

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 07
DARING 09	INSIGHT 08	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE –
CONN 02	ENGINEERING 02	MEDICINE –

STRESS: 9 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 4, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 5, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Pilot's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Pilot attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.



Klingon Border Agent (Notable)

Klingon border agents act as liaisons between the Empire's regional governors and the ruling bodies of planets the Empire annexes, conquers, or otherwise plants a flag upon. Border agents educate the ignorant about Klingon politics and law, and lay the groundwork for the planet's absorption into the Empire.

TRAIT: Klingon

VALUE: You Will Do This for the Good of the Empire, or You Will Die

Attributes

CONTROL 08	FITNESS 09	PRESENCE 11
DARING 10	INSIGHT 09	REASON 07

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 02
CONN –	ENGINEERING 01	MEDICINE 01

FOCUSES: Debate, Intimidation, Politics

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Advisor:** Whenever the Klingon Border Agent assists another character using their Command discipline, the character being assisted may re-roll one d20.
- ***Brak'lul:*** A Klingon Border Agent's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Klingon Border Agent attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.

Klingon Ship's Cook (Notable)

A Klingon ship's cook plays a crucial role aboard any warship. They prepare all the meals the crew shares, tend to the food animals aboard, and supervise the storage and safety of the warship's bloodwine barrels. It is a known fact throughout the Empire that a well-fed crew is a more effective crew.

TRAIT: Klingon

VALUE: A Warship Crew Fights on its Stomach

Attributes

CONTROL 10	FITNESS 08	PRESENCE 10
DARING 09	INSIGHT 09	REASON 08

Disciplines

COMMAND 01	SECURITY 01	SCIENCE 03
CONN –	ENGINEERING 02	MEDICINE 02

FOCUSES: Animal Husbandry, Foraging, Klingon Cuisine

STRESS: 9 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 3, Vicious 1, Size 1H)

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.
- ***Brak'lul:*** A Ship's Cook's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a Ship's Cook attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.

KLINGON INFILTRATOR (NOTABLE)

Though the Klingon Imperial Intelligence service is much maligned and usually regarded as inferior to intelligence agencies such as the Tal Shiar and the Obsidian Order, Klingon infiltrators and intelligence operatives are quite effective at their duties. While there is little personal honor in winning a battle one cannot celebrate in song and story, the rewards for the Empire are significant, and that is what drives Klingon infiltrators to do their best work.

TRAIT: Klingon

VALUE: Skulking in the Shadows is Not Glorious, But Often Necessary

ATTRIBUTES

CONTROL 10	FITNESS 10	PRESENCE 10
DARING 09	INSIGHT 08	REASON 07

DISCIPLINES

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE –

FOCUSES: Cryptography, Sabotage, Surveillance

STRESS: 13 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Infiltrator's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Interrogation:** When a Klingon Infiltrator 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.
- **Warrior's Spirit:** When a Klingon Infiltrator attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.



Klingon Veteran [Notable]

Klingon veterans have not only proven themselves in battle but normally have a long family background of honor and tradition and often serve as officers. A Klingon veteran must be seen to be authoritative at all times or they may be forced to prove themselves in a trial of combat by their subordinates.

TRAIT: Klingon

VALUE: Today is a Good Day to Die!

Attributes

CONTROL 09	FITNESS 11	PRESENCE 09
DARING 10	INSIGHT 08	REASON 07

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Hand-to-Hand Combat, Resilience

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** A Klingon Veteran's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **First into Battle:** When a Klingon Veteran makes a successful attack, they may spend 3 Threat to assist another Klingon's next attack with their Daring + Command.
- **Warrior's Spirit:** When a Klingon Veteran attempts a melee attack, and purchases one or more additional dice with Threat, they may re-roll any number of d20s.

Klaang [Notable]

A massive warrior standing well over two meters in height, Klaang was a courier in the service of the Klingon High Council in 2151. He holds enormous historical significance for the Empire and for Earth, and by extension the United Federation of Planets, as he was the first Klingon the Humans had ever encountered. Klaang's crash-landing on Earth en route to Qo'noS from the Rigel system inadvertently hurled the fledgling Human Starfleet onto the intergalactic stage, triggering the series of events that led to the founding of the Federation a mere decade later.

TRAIT: Klingon

VALUE: My Message Is My Mission

Attributes

CONTROL 08	FITNESS 11	PRESENCE 10
DARING 10	INSIGHT 07	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE –

FOCUSES: Athletics, Diplomacy, Hand-to-Hand Combat

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Klaang's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Klaang attempts a task to resist being intimidated or threatened, he adds a bonus d20 to his dice pool.
- **Tough:** Whenever Klaang avoids an injury, the cost is reduced by 1, to a minimum of 1.
- **Warrior's Spirit:** When Klaang attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Antaak [Notable]

While not as physically imposing as many warriors he served with, Antaak was still a notable presence. Keenly intelligent and observant, he chose to be a healer at a time in the Empire's history when healers were held in very low esteem. He was a practical man who believed that a warrior who lived to fight another day was of greater value to the Empire than a dead one.

A noteworthy researcher in the field of metagenics, Antaak was partially responsible for the differences in Klingon appearance over the late 22nd and 23rd centuries. An ill-advised attempt to create Klingon Augments accidentally created a potentially lethal epidemic. Aided by the Denobulan physician Phlox, Antaak helped create a cure for the metagenic virus he had also helped create. The price for the cure was the creation of the *QuchHa*', Human-looking Klingons without their characteristic cranial ridges.

TRAIT: Klingon

VALUE: My Battles Are Fought in Laboratories

Attributes

CONTROL 09	FITNESS 09	PRESENCE 09
DARING 08	INSIGHT 09	REASON 10

Disciplines

COMMAND 02	SECURITY 01	SCIENCE 02
CONN –	ENGINEERING 01	MEDICINE 03

FOCUSES: Biochemistry, Metagenics, Research

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)

SPECIAL RULES:

- ***Brak'lul:*** Antaak's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Brilliant Physician:** When Antaak completes a successful task using Medicine, he may spend 3 Threat to assist another scientist's next medical 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 attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Kang [Major]

One of the most legendary Klingon warriors to ever live, Kang, son of K'naiah exemplified his people's tenacity and spirit. Starting as a mere soldier, he would, before his storied death, be feared and respected throughout the Empire as a *Dahar* Master.

His early days were marked by impulsiveness. This was quickly tempered by his own intelligence, as well as the influence of Mara, a science officer who would soon become has *par'Mach'kai*. He became a dedicated and effective leader, achieving command of a starship in a remarkably short time. Along the way, he became fast friends with Koloth and Kor, who would grow into legends alongside him. Their missions would frequently intersect each other, and would often produce results greater than the sum of their parts. They became known as the *wej IoDnl'pu*', the Three Brothers.

A warrior is known by his adversaries, and the son of K'naiah had many great ones. Like many of the *QuchHa'*, he was often deployed along the Federation border and had many encounters with their Starfleet, including several notable face-offs with Captain James T. Kirk and the *U.S.S. Enterprise*. None of his foes, however, would prove as formidable and implacable as the Albino.

The *wej IoDnl'pu*' came afoul of this terrorist when they defeated his forces, which had been raiding Klingon colonies. The Albino himself escaped and vowed revenge on the three Klingons, which came when the Albino murdered each of their first-born sons. Along with their mutual friend Curzon Dax, for whom Kang's son had been named, the three swore a blood oath to make the Albino pay for his crimes.

Their quarry was elusive, however, and it tested even Kang's persistence to track him down. He finally found the Albino on Secarus IV, and arranged for his friends to meet him on space station Deep Space 9 so that they could at last have their final battle. On the station, they found that Curzon Dax had died and his symbiont and memories had passed to Jadzia Dax. She held herself bound to Curzon's oath, and accompanied the *wej IoDnl'pu*' to the Albino's fortress. There, finally free to release decades of rage and frustration, Kang paved not just his path to Sto-Vo-Kor, but also his fallen son's, with the blood of their foes, and sent the Albino to Gre'thor with his own hand before succumbing to his own wounds.

TRAIT: Klingon, *QuchHa'*

VALUES:

- Be Patient, Be Vigilant
- Impulsive, But Not Foolish
- Only a Fool Fights in a Burning House
- Proud and Honorable

ATTRIBUTES

CONTROL 08	FITNESS 11	PRESENCE 11
DARING 12	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 05	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 01	MEDICINE 01

FOCUSES: Composure, Diplomacy, Hand-to-Hand Combat, Intimidation, Leadership, Starship Tactics

STRESS: 15 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Kang's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cunning Negotiator:** Whenever Kang attempts a Presence task to influence an opponent during a negotiation, he may re-roll one d20.
- **Follow My Lead:** Once per scene, when Kang succeeds at a task during combat or another perilous situation, he may spend three 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 attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

On Doing Battle against and alongside James T. Kirk

LETTER FROM CAPTAIN KANG TO HIS FATHER GENERAL K'NAIAH

I have achieved a most peculiar victory, Father – I have allied myself with an Earther.

A strange creature invaded both my ship and that of Captain James T. Kirk of the *Enterprise*, whom I have met in battle several times. The creature manipulated Klingon and Earther alike, destroying the *Voh'tahk* and killing all but forty of my crew, and trapping all but forty of Kirk's crew belowdecks. We were pitted against each other, numbers even, but not allowed to die. Our natural hatred for an enemy was expanded by the entity, turning into a blinding hatred that was not worthy of either side.

To make the battles bloodier, phasers and disruptors were replaced with swords. Most warriors were able to make the transition, and to my surprise, our enemy could as well – the Earthers Sulu and Scott were particularly adept.

But we need no outside assistance to hate Humans. If I am to defeat Kirk, it will be on *our* terms, not those imposed by a creature using us for amusement. Kirk and I joined in laughter at this common enemy, driving it away.

It was indeed a peculiar victory.▲

PERSONAL LETTER



MARA [NOTABLE]

A striking *QuchHa'* woman of fierce intelligence, Mara was the wife of Commander Kang, as well as his science officer. In both capacities, she saw it as her duty to balance to her husband's impulsive nature. Unlike stereotypical Klingon warriors, Mara generally remained in the background, gathering data. She was unafraid to use her authority as both science officer and Kang's wife to offer the commander insight and advice, whether he wanted it or not. While an observer by nature, she acted decisively when needed. She was as instrumental in her husband's success as Kang was himself.



TRAIT: Klingon, *QuchHa'*

VALUE: Kang's Voice of Reason

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 09
DARING 09	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 03
CONN 01	ENGINEERING 01	MEDICINE –

FOCUSES: Analysis, Observation, Persuasion

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **A Little Bit Extra:** Whenever she succeeds at a task using Science, Mara gains 1 bonus Momentum that she can only spend on Obtain Information.
- ***Brak'lul:*** Mara's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Scientific Advisor:** When Mara assists another character using the Science discipline, the character being assisted may re-roll a single d20.
- **Warrior's Spirit:** When Mara attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

KOLOTH [MAJOR]

As a youth, Koloth, son of Lasshar, spent a lot of time being talked down to. It infuriated him. Even among the *QuchHa'*, he was considered slight of stature when he was young and was often confronted about it by larger youths, who mistook his lack of size for a lack of skill. It was a mistake the would-be bully would usually only make once, because Koloth was an exceptional student not just of intellectual skills, but of martial ones as well.

Rising quickly through the ranks, he would command starships along both the Romulan and Federation borders. He wasn't afraid to get his hands dirty; in fact, he rather enjoyed testing his military skills. However, he enjoyed battles of wits as much as he enjoyed using his bat'leth; some of his most famous battles never involved a single drop of blood being spilled. Like his companions Kang and Kor, he had many conflicts with Starfleet. He took a special pleasure from his encounters with Captain James Kirk of the *U.S.S. Enterprise*; he respected the Human, and he long considered Kirk his equal in verbal sparring. One of his great regrets in life was not getting to face Kirk in martial combat.

It was his talent with words that made him an ambassador, and ultimately engendered his friendship with his Federation counterpart, Curzon Dax – though not before both men had enraged one another at the negotiating table on Korvat.

After the Albino murdered his son, Koloth changed, probably the most of any of the *wej IoDnl'pu'*. He became withdrawn and taciturn, especially after their early attempts at exacting justice failed. Eschewing diplomatic functions and his once-beloved debates, he turned himself almost entirely to his martial practice. Exercising the patience Kor and Kang lacked, Koloth honed himself for decades.

When the time finally came on Secarus IV, those decades of training finally had their outlet. The son of Lasshar focused his anger into his *bat'leth*, showing the enemy why he was a *Dahar* Master and clearing a path through their foe's guards so that one of his companions could complete their quest. His entry into Sto-Vo-Kor assured, his only misfortune was to die before he saw Kang strike the death blow.

TRAIT: Klingon, *QuchHa'*

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

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 12
DARING 09	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 04	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 01

FOCUSES: Composure, Debate, Hand-to-Hand Combat, Law, Persuasion, Witty Repartee

STRESS: 13 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- ***Brak'lul:*** Koloth's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cutting Wit:** Koloth fights as much with words as with weapons. When in personal combat against an enemy who can understand him, he may use Presence instead of Daring to attack.
- **Dauntless:** Whenever Koloth attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Warrior's Spirit:** When Koloth attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

PRONUNCIATION: *nIteb SuvnlS Devwl'*
TRANSLATION: A leader must stand alone.

KOR [MAJOR]

Unlike his fellows in the wej IoDnI', Kor, son of Rynar, was born of a noble House. Members of the House of Kor, whose name he bore with great pride, were accustomed to lead. Kor was no different, swiftly ascending the ranks to command of a battle cruiser. He also served as the military governor of several conquered worlds until more permanent leaders could arrive.

He had an innate grasp of tactics and strategy, which served him well throughout his life and especially in his early career. It was his leadership that defeated the Romulans at Klach D'kel Brakt, for instance, and years later at Korma Pass alongside his long-time friends Kang and Koloth.

Like Kang and Koloth, Kor's firstborn son was murdered by a terrorist he knew only as the Albino. Upon taking the blood oath with the *wej IoDnI'pu'* and Curzon Dax, Kor took the lead in planning their strategy for gaining their revenge. When their quarry proved more elusive than anticipated, and managed to escape them at Galdonterre, it shook him to his core. He had been defeated before, but even foes like Captain James T. Kirk, whom Kor respected as he did few others, had not made it such a habit as the Albino did.

Kor, both the warrior and the House, fell on hard times as the years went by after their foe's escape. The son of Rynar took to drinking heavily, and was a bulky parody of himself when Kang appeared with news of their enemy. He had lost none of his tactical cunning, however, and once sobered up, he demonstrated this when the *wej IoDnI'pu'* finally completed their quest.

The lone survivor of the Three Brothers, Kor found himself rudderless as the Dominion War began. His friends had earned their way into Sto-Vo-Kor, and they had gained entrance for their sons as well, but his own path had become cloudy. Even *Dahar* Masters can fall out of political favor, and Kor was no favorite of either General Martok or Chancellor Gowron. Unable to get his own command, even after a lifetime of service to the Empire, Kor found himself a lowly third officer on one of Martok's ships. He secured his own way into the afterlife by seizing control of the *I.K.S. Ning'tao* and using his tactical brilliance to engage a large Jem'Hadar task force while the rest of Martok's ships reached reinforcements.

TRAIT: Klingon, *QuchHa'*

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

ATTRIBUTES

CONTROL 11	FITNESS 10	PRESENCE 10
DARING 10	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 04	SCIENCE 01
CONN 04	ENGINEERING 02	MEDICINE 01

FOCUSES: Ground Tactics, Hand-to-Hand Combat, Intimidation, Military Protocols, Politics, Willpower

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Bold (Command):** Whenever Kor attempts a task with Command, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- ***Brak'lul:*** Kor's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Tactical Genius:** Once per scene, if Kor succeeds at an **Insight + Command** task to assess his opponent, he may spend 2 Threat to allow all under his command to re-roll one d20 on their next task.
- **Warrior's Spirit:** When Kor attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



"Arne Darvin" [Notable]

A *QuchHa'* of relatively slight stature, Krek, son of Gralmek, bore a remarkable resemblance to a Human named Arne Darvin. After a few subtle surgical procedures to better match his target, Krek killed the real Darvin and took his place as the newly assigned assistant to Nilz Baris, a Federation official overseeing their colonial efforts on *SermanyuQ*, or Sherman's Planet. "Darvin's" mission was to poison a grain shipment, which would cause the Federation colony to fail and give the Empire the advantage in claiming the planet. The plot was thwarted by Captain James Kirk of the *U.S.S. Enterprise*. Krek was briefly imprisoned and was subsequently discommended by the Empire upon his release.



He spent the next century as a merchant under the name Barry Waddle. During the Klingon-Cardassian War, he discovered a means to have his revenge. Using the Bajoran Orb of Time, he transported himself and the *U.S.S. Defiant* back in time to his greatest failure. He intended to assassinate Kirk, Baris, and several of Kirk's officers before they could expose his mission. His plan was again foiled, this time by Captain Benjamin Sisko and the crew of the *Defiant*, and he was once again taken into Federation custody.

TRAIT: Klingon, *QuchHa'*, Undercover (Human)

VALUE: I Serve the Empire from the Shadows

Attributes

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 10	INSIGHT 09	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING –	MEDICINE 01

FOCUSES: Administration, Espionage, Infiltration

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- Phaser Type-1 (Ranged, 5, Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- ***Brak'lul:*** Despite his Human appearance, Darvin's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Constantly Watching:** When Darvin attempts a task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Undercover:** When attempting a **Control + Security** task to avoid being noticed or discovered, Darvin may roll one additional d20.
- **Warrior's Spirit:** When Darvin attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Commander Kruge [Major]

The commander of a *B'rel*-class Bird-of-Prey, Kruge was a charismatic yet harsh taskmaster to his crew, prone to killing any of them for the mistake of failure. The only beings for whom Kruge harbored any affection were his consort Valkris and the reptilian "monster dog" he kept as his companion beast, the feeding of which he often assigned to his subordinates.

In 2285, Kruge learned of the Federation's Genesis terraforming device and, obsessed with the device's potential as a doomsday weapon, sought to obtain its secrets and ensure the Empire's dominance over the Federation. Kruge caused the slaughter of many in his crusade, including the crew of the *U.S.S. Grissom*, a science vessel surveying the newly formed Genesis Planet, and Genesis scientist David Marcus – but Marcus's death earned him the enmity of his father, Starfleet Admiral James T. Kirk, who lured the bulk of Kruge's crew aboard his ship, the *U.S.S. Enterprise*, after abandoning it and setting it to self-destruct.

Enraged and dismissive of Kirk's rightful claims that the Genesis Planet's catastrophic instability proved Genesis a failure, Kruge faced Kirk in combat intent on wresting Genesis's secrets from him, only for Kirk to kick Kruge into a lava flow, killing him.

TRAIT: Klingon

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

Attributes

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 09	REASON 10

Disciplines

COMMAND 04	SECURITY 04	SCIENCE 02
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES: Hand Disruptors, Hand-to-Hand Combat, Intimidation, Resilience, Starship Tactics, Survival

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Kruge's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Kruge attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Tactical Genius:** Once per scene, if Kruge succeeds at an **Insight + Command** task to assess his opponent, he may spend 2 Threat to allow all under his command to re-roll one d20 on their next task.
- **Threatening 3:** When the player characters encounter Kruge, add three Threat to the Threat pool.
- **Warrior's Spirit:** When Kruge attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Last Statement of Commander Kruge, I.K.S. Katal, 2285

FEDERATION TRANSCRIPT OF VIDEO RECOVERED FROM THE CAPTURED BIRD-OF-PREY RECHRISTENED *"HMS BOUNTY"*

I will seize Genesis, the Federation's secret weapon, before they unleash it upon the Empire. With my faithful crew, we will scream "We are Klingons" into the void and be heard, even across the vacuum of space, throughout the Empire and Federation alike.

The High Council has appeased the Federation for twenty years, allowing brave Klingon hearts to weaken and fester. The topaline mines on Capella IV were rightfully ours to exploit, as were the resources of Neural and Sherman's Planet and so much more.

But Starfleet interferes with our right to live and grow at every turn, and at the center of our most humiliating defeats is always James T. Kirk, now revealed – through the heroic sacrifice of Valkris – to be involved with Genesis, nothing less than the coming genocide of the Klingon people.

I will do whatever necessary to protect the Empire in spite of the High Council. I will bring them Kirk's head on a bat'leth, even though if I fail they will scurry to the Federation to disavow me. Today is a good day to die! ▲

VIDEO TRANSCRIPT

Maltz [Minor]

Sensor operations officer Maltz was one of the more trusted members of Kruge's crew and one of only two he entrusted with a viewing of Admiral Kirk's Genesis briefing. Maltz was the sole survivor of Kruge's crew after his comrades were killed either in the Enterprise's destruction or on the Genesis Planet at the hands of Kirk and his allies. Kruge left Maltz in charge of his ship before his fateful confrontation with Kirk, only for Kirk to beam aboard Kruge's ship victorious, commandeer the vessel, and take Maltz prisoner, flippantly disregarding his desire to die with honor instead.

TRAIT: Klingon

Attributes

CONTROL 07	FITNESS 08	PRESENCE 09
DARING 08	INSIGHT 09	REASON 07

Disciplines

COMMAND –	SECURITY 01	SCIENCE 02
CONN 02	ENGINEERING 01	MEDICINE –

STRESS: 09 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 4, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 5, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Brak'lul:** Maltz's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When Maltz attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



Commander Klaa [Notable]

Captain Klaa is a young up and coming commander in the Empire with a thirst to be known as the greatest warrior in the Galaxy. He is a tall and well-muscled Klingon who prides himself on his combat prowess both on his ship, the Okrona, and off. Klaa claims to have studied the career of Starfleet Captain James T. Kirk since he was a boy, both respecting and hating him at the same time. Klaa is a skilled gunner and often hunts down targets to challenge his skills, be they ships or otherwise.

TRAIT: Klingon

VALUE: I Will Be the Greatest Warrior in the Galaxy

Attributes

CONTROL 09	FITNESS 11	PRESENCE 09
DARING 10	INSIGHT 08	REASON 07

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: James T. Kirk, Starship Gunnery

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Brak'lul:** Klaa's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Gunner:** When Klaa performs a Security task to fire at another ship, add a bonus d20.
- **Precision Targeting:** When Klaa makes an attack that targets a specific system, he may reroll one d20 in his dice pool, and the attack gains the Piercing 1 damage effect
- **Warrior's Spirit:** When Klaa attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Vixis [Notable]

Vixis is the first officer of the *I.K.S. Okrona* under Captain Klaa and is fiercely loyal to her captain. She is physically imposing and possessed of a keen intellect, which she has turned to linguistics and communications. Vixis is cunning, not above using subterfuge against her enemies. She has extensive knowledge of Starfleet communications protocols, intercepting messages from starships in the field and sending false reply messages to lure them into Captain Klaa's gunsights.

TRAIT: Klingon

VALUE: Intellect Can Be As Deadly As a Dagger for the Wise Warrior

Attributes

CONTROL 08	FITNESS 09	PRESENCE 10
DARING 08	INSIGHT 09	REASON 10

Disciplines

COMMAND 02	SECURITY 01	SCIENCE 02
CONN 03	ENGINEERING 01	MEDICINE –

FOCUSES: Communications Systems, Starfleet Communication Protocols

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 2, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 4, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 4, Vicious 1, Size 1H)

SPECIAL RULES:

- **Advisor:** Whenever Vixis assists another character using her Command discipline, the character being assisted may re-roll a d20.
- **Brak'lul:** Vixis's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Signals Expert:** Whenever Vixis attempts to intercept another ship's communications, reduce the Difficulty of the task by 1 with a minimum of zero.
- **Warrior's Spirit:** When Vixis attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

General Chang [Major]

General Chang was a decorated officer who rose in ranks to become Chancellor Gorkon's chief of staff. Despite the Chancellor's willingness to work with the Federation in a time of great Klingon need, Chang was a hardline militant who wanted the cold war with the Federation to continue. He played a key role in the conspiracy that led to Gorkon's death and the near-destruction of any hope of Klingon-Federation peace.

When Chancellor Gorkon's vessel, *Qo'noS One*, rendezvoused with Captain James T. Kirk's *U.S.S. Enterprise* NCC-1701-A, Chang took command of a classified, experimental bird-of-prey that could fire weaponry even while cloaked. Chang launched torpedoes at *Qo'noS One* while cloaked beneath *Enterprise*, crippling Gorkon's vessel. Crewmen from *Enterprise*, who were also part of the conspiracy, beamed aboard *Qo'noS One* in the ensuing confusion and assassinated Gorkon.

Chang then orchestrated the trial and conviction of Captain Kirk and Doctor Leonard McCoy, though he was dismayed when the expected death sentence was commuted to life imprisonment on Rura Penthe. When Kirk and McCoy escaped and returned to the *Enterprise*, Chang piloted his bird-of-prey to Khitomer, the location of peace talks between the Federation and Gorkon's successor, his daughter Azetbur. Chang attempted to destroy the *Enterprise* before Kirk could deliver news of the conspiracy, but the Starfleet crew was able to adapt a torpedo to detect Chang's vessel. Together with the *U.S.S. Excelsior*, the *Enterprise* pinpointed and destroyed Chang and his warship. With the conspiracy quashed, the Klingons and Federation took a small step toward peace.

TRAIT: Klingon

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

Attributes

CONTROL 10	FITNESS 10	PRESENCE 11
DARING 11	INSIGHT 09	REASON 08

Disciplines

COMMAND 04	SECURITY 05	SCIENCE 02
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: Deception, Leadership, *Mek'leth*, Politics, Starship Tactics, the Works of Shakespeare

STRESS: 15 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 6, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 6, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 8, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 8, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 9, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Bold (Command):** Whenever General Chang attempts a task with the Command discipline, and buys one or more d20s by adding to Threat, he may re-roll a single d20.
- ***Brak'lul:*** General Chang's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever General Chang attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Tough:** Whenever General Chang Avoids an Injury, the cost is reduced by 1, to a minimum of 1.
- **Warrior's Spirit:** When General Chang attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



General Korrd [Notable]

General Korrd is an extraordinary tactician and military leader for the Klingon Empire, and his tactics were studied and taught by Starfleet Academy in the early 2250s. At the height of his career, Korrd was in command of patrol forces in the Shepard Sector, where he was held responsible for not stopping Orion raids on planets therein. He was transferred to the K'Rebeca Sector where he served as field commander. Korrd, however, lost favor with Klingon High Command and was relegated to representative duties on Nimbus III, where he fell into heavy drinking.

TRAIT: Klingon

VALUE: A Warrior for Peace is No Less a Warrior

Attributes

CONTROL 09	FITNESS 08	PRESENCE 11
DARING 09	INSIGHT 08	REASON 09

Disciplines

COMMAND 03	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Negotiation, Strategy and Tactics

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Korrd's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cold Reading:** Succeeding at a task during social conflict generates one bonus Momentum which must be used for the Obtain Information Momentum spend to gain knowledge about an individual on the other side of the interaction. If the social conflict involves an extended task, Koord gains the Scrutinize 1 benefit (see page 86) when rolling Challenge Dice.

- **Fleet Commander:** Commanding a vessel during a fleet action reduces the Difficulty of a task to grant a bonus to Korrd's vessel or group by 1, to a minimum of 1. Aboard a vessel during a fleet action, Korrd may treat the vessel as having a Command department of 4+, regardless of the actual value.
- **Warrior's Spirit:** When Korrd attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Valkris [Notable]

Valkris was a Klingon operative and consort to Commander Kruge, who enlisted Valkris as part of his plan to learn the secrets of Project Genesis. To this end, Valkris chartered the crew of the freighter *Merchantman* to help her courier stolen footage of Admiral Kirk's Genesis briefing. However, upon rendezvousing with Kruge's ship and transmitting the data, Valkris inadvertently mentioned that she had viewed the footage, and Kruge, regretful but intent on maintaining the secrecy of his plans, ordered the destruction of the *Merchantman*, killing Valkris and the ship's crew, a fate Valkris faced with honor and love.

TRAIT: Klingon

VALUE: My Life and Heart I Give to the Empire

Attributes

CONTROL 09	FITNESS 08	PRESENCE 09
DARING 09	INSIGHT 09	REASON 10

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN –	ENGINEERING 02	MEDICINE 01

FOCUSES: Espionage, Intelligence Analysis

STRESS: 10 **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)

SPECIAL RULES:
- **Adaptable:** Valkris may spend 2 Threat to immediately gain a single focus for the remainder of the scene.
- ***Brak'lul:*** Valkris's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Guile and Cunning:** When attempting to remain hidden or unnoticed, Valkris may spend 1 Threat to increase the Difficulty of enemy tasks to detect them by 1.
- **Warrior's Spirit:** When Valkris attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

Ambassador Kamarag [Notable]

Ambassador Kamarag is the Klingon Ambassador to the Federation in the late 23rd century. Known for being a fiery orator and for his use of grand hyperbole, Kamarag is nevertheless very effective in his role for the Empire. He has presented the Empire's reasons for taking actions in such events as the Genesis Project as well as the arrest of Captain James T. Kirk and Dr. McCoy for the assassination of Chancellor Gorkon. Kamarag has very little use for Vulcans – whom he believes are nothing but puppets for the Federation – or for Ambassador Sarek in particular, the two having sparred on numerous occasions over incidents involving clashes between the Empire and the Federation. Kamarag has accused Sarek of being biased in many of those clashes because of the involvement of Sarek's son, Spock, in those events.

TRAIT: Klingon

VALUE: Loyal to the Empire Until Death

Attributes

CONTROL 09	FITNESS 08	PRESENCE 11
DARING 09	INSIGHT 09	REASON 08

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Negotiation, Persuasion

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Bold (Command):** Whenever Kamarag attempts a task with Command, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- ***Brak'lul:*** Kamarag's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Kamarag attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Warrior's Spirit:** When Kamarag attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



A NEW HOPE FOR PEACE

EXCERPT FROM PERSONAL LOG OF SPOCK, CAPTAIN, STARFLEET, 2293

I grieve for Gorkon.

He was a remarkable individual, possessing keen insight. I have encountered other Klingons who shared similar qualities, but few with such singular vision as Gorkon. When the Praxis moon exploded and threatened all life on Qo'noS, he saw a unique opportunity. As a result of previous dialogues with the chancellor, I was confident he would be open to considering less martial courses of action. He accepted my offer to discuss the situation and in short order we reached an agreement. The Federation would assist the Klingon Empire in its time of need.

What I failed to anticipate was the resistance from elements on both sides who seemed unable to believe even the possibility of reaching détente. Neither Gorkon nor I envisioned what ultimately happened: his brutal murder while the *U.S.S. Enterprise* accompanied his ship to Earth. How could I be so naive? Should I have heeded the warnings of my friend and captain, James Kirk?

I can do nothing for Gorkon, but I can pledge my assistance to his daughter, Azetbur, who now leads the Klingon High Council. With her father's killers exposed, she now can focus on realizing her father's vision. I remain hopeful. ▲

PERSONAL LOG

CHANCELLOR GORKON (NOTABLE)

Chancellor Gorkon was the leader of the Klingon High Council in the late 23rd century and was assassinated in 2293 during a peace initiative with the Federation by members of his own government, Starfleet, and the Romulan Star Empire. Gorkon was known for his moderate stances regarding relations with the Federation. He dutifully maintained the Klingon military as a deterrent against any aggressive actions by their perennial enemies, but he did not engage in any open hostilities, much to the chagrin of several of his closest advisors as well as some in the High Council as well, who viewed him as being weak. Gorkon was well aware of his opposition and had been wise enough to groom his daughter, Azetbur, as his successor in order to carry on his work should the worst happen. Imposing and tall, Gorkon stood out in his crimson armor and bone cane. Gorkon was a cunning man with a sharp intellect who could outthink his opponents or convince them that his stance was the right one for the Empire, thus gaining an ally. He was normally soft-spoken and rarely raised his voice, though this did nothing to diminish his presence.

TRAIT: Klingon

VALUE: Peace is the Undiscovered Country

ATTRIBUTES

CONTROL 07	FITNESS 09	PRESENCE 11
DARING 10	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Diplomacy, Persuasion

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Gorkon's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cold Reading:** Succeeding at a task during social conflict generates one bonus Momentum which must be used for the Obtain Information Momentum spend to gain knowledge about an individual on the other side of the interaction. If the social conflict involves an extended task, Gorkon gains the Scrutinize 1 benefit (see page 86) when rolling Challenge Dice.
- **Decisive Leadership:** In a conflict, whenever Gorkon performs the Assist task and would then pay two Momentum to keep the initiative, the cost to keep the initiative is reduced to 0.
- **Warrior's Spirit:** When Gorkon attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Chancellor Azetbur (Notable)

Azetbur is the daughter of Chancellor Gorkon and assumed the role upon his assassination in 2293 aboard the *I.K.S. Kronos One* during a meeting with the *U.S.S. Enterprise*-A, which was supposed to escort the Chancellor to the peace conference where the Klingon Empire and the Federation would end their Cold War and normalize relations. Azetbur immediately demanded a neutral location for the conference from the Federation president and placed General Chang in charge of the prosecution against Captain Kirk and Dr. McCoy. She believed that the Federation favored Humans in spite of their high-sounding ideals and was adamant that the Klingon race would maintain their pride regardless of any outside influences. Azetbur is loyal to her father's vision but is also pragmatic enough to enter any negotiations with her eyes wide open.

TRAIT: Klingon

VALUE: We Are a Proud Race, and We Are Here Because We Intend to Go On Being Proud

Attributes

CONTROL 09	FITNESS 08	PRESENCE 11
DARING 09	INSIGHT 09	REASON 08

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE –

FOCUSES: Diplomacy, Persuasion

In His Footsteps

FROM CHANCELLOR AZETBUR'S PERSONAL LOG

My father is dead, but his dream persists.

I admit I initially discounted his idea of achieving peace with the Federation, but after hearing about his conversations with Spock, my skepticism began to weaken. Never one to think first of violence as a solution to crisis, Gorkon endeavored to see things from a broader perspective. That often placed him at odds with more conservative members of the High Council even after he assumed the role of chancellor. Such was the case after the Praxis disaster when it became evident our homeworld could not survive without assistance. While he was able to win the support of most council members, there were those within his inner circle who still betrayed him. Their dishonor has been addressed, and while I should seek vengeance upon all who played a part in my father's assassination, I know he would insist I direct my energies elsewhere.

With the assistance of loyal friends, supporters on the High Council, and individuals like Captain Spock, I will continue the work Gorkon began and which bore fruit at Khitomer. Though it will not be easy, peace with the Federation is not impossible. The undiscovered country lies within our grasp. ▲

PERSONAL LOG

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Azetbur's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cautious (Command):** Whenever Azetbur attempts a task with Command, and buys one or more d20s by spending Momentum, she may re-roll a single d20.
- **Collaboration (Command):** Whenever an ally attempts a task using Command, Azetbur may spend 1 Momentum (Immediate) to allow them to use her score and one of her focuses.
- **Warrior's Spirit:** When Azetbur attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

Colonel Worf [Notable]

Colonel Worf is a young defense attorney in the Empire and is well known for taking his position seriously no matter who the defendants are. He is a passionate speaker and well-versed in Klingon law as well as accepted interstellar law. Colonel Worf is intelligent and shrewd, able to trip unwary witnesses up by thinking ahead of them and asking questions he already knows the answers to in order to trap them in a lie. Worf has a strong sense of justice and will fight doggedly for his clients to see that they are given the opportunity to defend themselves in court, rather than simply be trampled in a rush to judge them guilty.

TRAIT: Klingon

VALUE: There Is No Honor without Justice

Attributes

CONTROL 07	FITNESS 09	PRESENCE 11
DARING 09	INSIGHT 09	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Intimidation, Klingon Law

STRESS: 12 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Worf's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Interrogation:** When Worf succeeds at a task to coerce someone to reveal information in a social conflict, he gains 1 bonus Momentum, which may only be spent on the Obtain Information Momentum spend.
- **Studious:** Whenever Worf 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 Worf attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Lieutenant Klag [Notable]

As the second officer of the *I.K.S. Pagh* in 2365, Klag was initially distrustful of his new immediate superior under the Officer Exchange Program with Starfleet: First Officer William Riker. After Riker demonstrated his worthiness, though (in hand-to-hand combat), Klag grew to respect – and eventually befriend – the Human. Klag is rational, loyal, and dedicated to his assigned duties. Part of the reason that Klag throws himself into his work is that he is ashamed of his situation at home, having a father who had been captured by Romulans; though he eventually escaped, the event cost Klag's father his honor.

TRAIT: Klingon

VALUE: A Klingon Is His Work, Not His Family

Attributes

CONTROL 08	FITNESS 10	PRESENCE 09
DARING 10	INSIGHT 07	REASON 10

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 02
CONN 01	ENGINEERING 01	MEDICINE –

FOCUSES: Composure, Starship Sensors

STRESS: 12 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Advisor:** Whenever Klag assists another character using Command, the character being assisted may re-roll one d20.
- ***Brak'lul:*** Klag's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.

- **Call to Action:** In a conflict, Klag may use the Prepare minor action to grant one ally a minor action of their choice (performed immediately) if Klag can communicate with that ally.
- **Warrior's Spirit:** When Klag attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Captain Korris [Notable]

Convinced that the Klingon Empire's peaceful stance had eroded his people's warrior ways, Captain Korris and two likeminded comrades deserted their posts in 2364 to seek glory and conquest elsewhere, an act branding all three fugitives. Steadfast in their purpose, the three took drastic action to evade capture, including destroying a pursuing Klingon cruiser and attempting to hijack the *U.S.S. Enterprise*, the latter act resulting in Korris's death at the hands of a fellow Klingon, *Enterprise* crewmember Lieutenant Worf.

TRAIT: Klingon

VALUE: A Warrior's Heart Rots When Silenced

Attributes

CONTROL 07	FITNESS 10	PRESENCE 10
DARING 10	INSIGHT 08	REASON 08

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE –

FOCUSES: Hand Disruptors, Hand-to-Hand Combat, Inspiration

STRESS: 12 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Modular Disruptor Pistol (Ranged, 4, Size 1H, Cumbersome, Hidden 2, Inaccurate)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- ***Brak'lul:*** Korris's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Korris attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **First into Battle:** When Korris makes a successful attack, he may spend 3 Threat to assist another Klingon's next attack with his **Daring + Command**.
- **Warrior's Spirit:** When Korris attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Lieutenant Konmel [Notable]

Korris's two fellow deserters, Konmel and Kunivas, shared Korris's distaste with the Empire's seeming abandonment of its warrior spirit. Following their destruction of a pursuing Klingon vessel, the trio were rescued by the *U.S.S. Enterprise*-D, though Kunivas soon succumbed to wounds received in that battle. The surviving pair were detained when the crew was notified of their crimes. They attempted escape before they could be turned over to Klingon authorities, but Konmel was killed by *Enterprise*-D security officers.

TRAIT: Klingon

Attributes

CONTROL 07	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 08	REASON 07

Disciplines

COMMAND 01	SECURITY 02	SCIENCE –
CONN 01	ENGINEERING 02	MEDICINE –

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Modular Disruptor Pistol (Ranged, 4, Size 1H, Cumbersome, Hidden 2, Inaccurate)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Konmel's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When Konmel attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Chancellor K'mpec [Notable]

K'mpec ruled the Empire longer than anyone else in history, ending at his death by poisoning in 2367. A strategic-minded Klingon, K'mpec ran things in a pragmatic way, leading to his protecting the powerful House of Duras at the expense of the House of Mogh. Evidence had emerged that Duras's father aided the Romulans at the Khitomer Massacre, and the High Council decided to shift the blame to Mogh instead due to fear that accusing the House of Duras would fracture the Empire. K'mpec also believed that blaming Mogh would be inconsequential – even though he had personally served with him – because his only known descendant was Worf, a Starfleet officer considered unlikely to challenge the accusation. Worf reluctantly agreed to the plan to protect the Empire, accepting discommendation on his father's behalf. This did not prevent the civil war that K'mpec feared, however, because after Gowron succeeded K'mpec as Chancellor, the House of Duras rebelled.

TRAIT: Klingon

VALUE: I Must Preserve the Empire at Any Cost

Attributes

CONTROL 08	FITNESS 08	PRESENCE 10
DARING 09	INSIGHT 10	REASON 09

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING –	MEDICINE 01

FOCUSES: Deception, Persuasion, Strategy

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Bargain:** When negotiating an offer with someone during social conflict, K'mpec may re-roll a d20 on his next Persuade task to convince that person. If the social conflict involves an extended task, K'mpec gains the Progression 1 (see page 86) benefit when he rolls his Challenge Dice.
- ***Brak'lul:*** K'mpec's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever K'mpec attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Warrior's Spirit:** When K'mpec attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Gowron [Major]

Gowron's rise to the chancellorship of the Klingon Empire was one characterized more by schemes and politics than battles and conquests.

In 2367, Gowron and Duras were the two contenders vying to succeed the dying Chancellor K'mpec. Because K'mpec suspected that one of them had poisoned him, he brought in Starfleet Captain Picard as an outside Arbiter of Succession. When the House of Duras was revealed to be complicit, and Duras was killed, Gowron's path to succession was all but secured. However, the House of Duras was not yet finished.

Duras's sisters, Lursa and B'Etor, produced an illegitimate (and inexperienced) heir of Duras and challenged Gowron's succession. After Picard denied their challenge, the sisters refused to accept his ruling, sparking the Klingon Civil War.

With the Federation's aid in blocking Romulan interference, Gowron's forces won the war and sent Lursa and B'Etor into hiding. Gowron later downplayed the role of the Federation and emphasized his own accomplishments.

In 2372, a Changeling disguised as General Martok persuaded Gowron to attack Cardassia. The ensuing Klingon-Cardassian War fueled tensions between the Empire and the Federation, leading Gowron to dissolve the Khitomer Accords that ensured peace between the two powers. Numerous skirmishes between the Empire and the Federation followed, until the Changeling was finally



ATTRIBUTES

CONTROL 10	FITNESS 10	PRESENCE 12
DARING 09	INSIGHT 08	REASON 10

DISCIPLINES

COMMAND 05	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 01	MEDICINE 01

FOCUSES: Hand-to-Hand Combat, Klingon Culture, Klingon History, Klingon Law, Negotiation, Politics

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

exposed. By this time the Dominion War was fully under way, and Gowron saw the wisdom in reinstating the Accords to present a united front against the Dominion.

Toward the end of the war, Gowron's jealousy of the actual General Martok, and his simmering craving for personal glory, led him to take personal command of the Klingon fleet and send Martok on increasingly – and needlessly – dangerous missions. This ended when Worf – the very Klingon who had secured Gowron's power by eliminating Duras – challenged Gowron and struck him down in combat.

TRAIT: Klingon

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

PRIORITY SUBSPACE TRANSMISSION FROM DEEP SPACE NINE TO QO'NOS

TO: M'Rel
FROM: Worf

I killed your son Gowron today.

As is our custom, out of respect I wanted you to know why.

I do not regret my actions – what I did, I did for the good of the Empire, it was not personal. I have known Gowron for many years. At times I have had the honor to call him friend, and enemy. Today he was neither, today he was a man who allowed his pride and ego to come before the Empire and the Alpha Quadrant.

You may decide to seek revenge for my actions, that is your right. But know this: I once spared the life of a boy who sought retribution against me for his father's actions. I will not spare a father or his agents seeking retribution for his son's recklessness.

Kahless said do not fret for the warrior that leads the battle, nor the warrior that allows others to fight for him; both, in the end, get what they deserve.

Know that your son died well, in battle, and I made sure he did not die alone. ▲

VIDEO TRANSCRIPT

SPECIAL RULES:

- **Bold (Command):** Whenever Gowron attempts a task with the Command discipline, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- ***Brak'lul:*** Gowron's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cunning Negotiator:** Whenever Gowron attempts a **Presence** task to influence an opponent during a negotiation, he may re-roll one d20.
- **Dauntless:** Whenever Gowron attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Warrior's Spirit:** When Gowron attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



DURAS [MAJOR]

Duras was a member of the Klingon High Council and the leader of a powerful house. In 2366 he and the rest of the Council engaged in a cover up of his father's actions in assisting the Romulans' tragic attack on Khitomer twenty years earlier. The Council shifted the blame to a lesser house, fearing that a scandal of this magnitude against one as influential as the House of Duras would lead to a civil war. The lesser house, however, was that of Worf, who challenged the ruling and discovered the truth behind it – despite assassination attempts ordered by Duras on Picard (Worf's *cha'DIch*) and Kurn (Worf's brother). Though he knew that Duras was dishonorable, Worf accepted discommendation on his family's behalf to protect the Empire.

The following year, Duras competed with Gowron to take over as chancellor of the Empire. The dying Chancellor K'mpec called on impartial Federation assistance, in the hope that whoever had poisoned him would not become the next leader of the Empire, and this brought Duras into conflict with Worf again. When Duras killed Worf's mate for investigating the cover-up involving his House, Worf retaliated under the Right of Vengeance and struck Duras down with his *bat'leth*.

TRAIT: Klingon

VALUES:

- Honor Is a Mask
- I Have Friends in Cloaked Places
- I Will Do Anything to Increase My Power
- My House Is My Strength

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 11
DARING 11	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 04	SCIENCE 01
CONN 03	ENGINEERING 02	MEDICINE 02

FOCUSES: Deception, Hand-to-Hand Combat, Klingon History, Klingon Law, Romulan Tactics

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Duras's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cautious (Security):** Whenever Duras attempts a task with Security, and he buys one or more d20s by spending Threat, he may re-roll a single d20.
- **Constantly Watching:** When Duras attempts a task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Pack Tactics:** Whenever Duras assists another character during combat, the character he assisted gains one bonus Momentum if they succeed.
- **Warrior's Spirit:** When Duras attempts a melee attack, and purchases one or more additional dice with Momentum or Threat, he may re-roll any number of d20s.

LURSA [MAJOR]

The eldest sister of Duras, Lursa and her sister B'Etor took over their house after their brother's death in 2367 and challenged Gowron's succession to Chancellor. The sisters argued that Duras's illegitimate son, Toral, should be Chancellor, but the Arbiter of Succession disagreed – leading the sisters to begin the Klingon Civil War between the forces of Duras and those of Gowron.

As had become a sort of family tradition, the Duras sisters relied on Romulan aid to achieve victory. When this aid was cut off, thanks to Federation intercession, Lursa and her sister fled, abandoning their nephew and ending the war.

Lursa and B'Etor spent the next few years as renegades of the Empire, engaging in various schemes to raise enough capital to rebuild their fleet – specializing in selling explosives. Lursa died with her sister in 2371 during their attack on the *Enterprise*-D – an attack which also destroyed the *Enterprise*.

Lursa was generally calm and rational, as well as manipulative and deceptive. As the inheritor to her family's network of contacts and informants, Lursa has connections with the Romulan Star Empire and possibly underworld organizations. She approached negotiations – and interrogations – with civility rather than violence or overt threats. She seemed to disapprove of her sister's flirtations, but otherwise the two appeared to get along well.

A year before she died, Lursa was pregnant with her first son. His whereabouts are unknown.

TRAIT: Klingon

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

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 10
DARING 09	INSIGHT 11	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 01

FOCUSES: Composure, Deception, Espionage, Hand-to-Hand Combat, Klingon Politics, Romulan Culture

STRESS: 13 **RESISTANCE:** 1 (Armor)

THE HOUSE OF DURAS

FRAGMENTS FROM PADD NOTES WRITTEN BY LURSA, RECOVERED FROM THE WRECKAGE OF THE DURAS SISTERS' BIRD-OF-PREY

...did not imagine, B'Etor, that our brother could handle this on his own, did you? Do you not recall how Worf skewered him through his bumbling throat? Duras botched the *Sonchi* bomb operation, then could not resist cutting down Ambassador K'Ehleyr in a bloody rage. The hot-headed *qoH*! No, we cannot continue with our original plans. We must ensure our own glory. Contact Commander Sela on an encrypted channel to....

...recall how he failed to outmaneuver Gowron? Even with the Romulan detonator you and I obtained, he could not complete the simple task of eliminating the challenger. If we want our House to remain the most feared and powerful on Qo'noS, we must elevate our idiot nephew for the rite....

...a long time to wrest control of the Empire. We are unstoppable, you and I, sister, and once our blood is installed as leader, no power in the quadrant will be able to unseat us. Toral will obey, we will rule, and the Romulan Star Empire will back our grip on whatever we choose to conquer. Yes, sister, even Worf. Now use your powers of persuasion to ensure this meeting commences as we so desire... ▲

PERSONAL LOG

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Lursa's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Call to Action:** In a conflict, Lursa may use the Prepare minor action to grant one ally a minor action of their choice (performed immediately) if she can communicate with that ally.
- **Defuse the Tension:** Whenever Lursa attempts a task to persuade someone not to resort to violence, she may add a bonus d20 to her dice pool.
- **Pack Tactics:** Whenever Lursa assists another character during combat, the character she assisted gains one bonus Momentum if they succeed.
- **Warrior's Spirit:** When Lursa attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

B'ETOR [MAJOR]

Fearless and occasionally flirtatious, the younger of the Duras sisters joined her sibling Lursa in an attempt to seize power in the Klingon High Council. Their brother had died during his bid to replace the poisoned former Chancellor, leaving the sisters in charge of the House of Duras and just as full of ambition as their brother had been. B'Etor and her sister tried to convince the High Council to install their young nephew Toral – Duras's illegitimate son – as Chancellor, but the idea was rejected and Gowron took power. So the Duras sisters took to battle, kicking off a civil war.

The sisters had solid success at first, bolstered with supplies from Romulan allies, but this evaporated when the Federation intervened and cut off the Romulan supply line. Lursa and B'Etor fled the Empire, spending the next few years as independent agents, scheming and plotting to gather enough finances to re-assemble their forces. B'Etor died with her sister in their bird-of-prey near Veridian III in 2371, after an attack on the *Enterprise*-D.

B'Etor was more impulsive and less composed than her sister, and much more likely to be hands-on with people they met. Her threats were also less veiled than Lursa's, and she enjoyed sizing up an opponent as a cat would study a mouse.

TRAIT: Klingon

VALUES:

- I Like to Have Fun with My Prey
- My Sister Is My Greatest Ally
- Patience Is for Romulans
- Results Matter More than Honor

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 04	SCIENCE 02
CONN 04	ENGINEERING 01	MEDICINE 02

FOCUSES: *D'k tahg*, Espionage, Hand-to-Hand Combat, Human Culture, Intimidation, Seduction

STRESS: 14 **RESISTANCE:** 1 (Armor)



ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** B'Etor's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Close Protection:** When B'Etor makes a successful attack, she may spend 1 Threat 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:** When B'Etor succeeds at a task to coerce someone to reveal information in a social conflict, she may add 1 to Threat, to be spent on the Obtain Information Momentum spend.
- **Pack Tactics:** Whenever B'Etor assists another character during combat, the character she assisted gains one bonus Momentum if they succeed.
- **Warrior's Spirit:** When B'Etor attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

TORAL, SON OF DURAS [NOTABLE]

The illegitimate son of treasonous Klingon politician Duras, Toral was installed by his aunts Lursa and B'Etor as head of the House of Duras, making him a candidate to succeed the recently murdered Chancellor K'mpec as a matter of birthright. Though Toral arrogantly believed himself worthy of the office despite his youth and lack of martial experience, his aunts saw him solely as a figurehead through which to cement their political power with the aid of their Romulan allies. The scheme was forestalled when K'mpec's chosen Arbiter of Succession, Starfleet captain Jean-Luc Picard, instead supported the ascension of Duras's rival Gowron. The Duras sisters thereafter exploited the schism Picard's support of Gowron triggered within the Empire to ignite a civil war, but after their ties to the Romulans were exposed and the war ended in Gowron's favor, the sisters abandoned Toral to be arrested for treason. Gowron offered the honor of executing Toral to the Duras family's longtime adversary Worf, son of Mogh, but Worf chose not to punish the boy for his family's crimes and spared him.

Years later, Toral overheard *Dahar* Master Kor drunkenly boast of his knowledge of the location of the legendary Sword of Kahless, which Toral believed would cement his claim to rule over the Empire. Through the use of a Lethean ally's telepathic abilities, Toral stole Kor's knowledge from his mind and led an expedition to recover the sword but was stopped by a rival expedition consisting of Kor, Worf, and Lt. Commander Jadzia Dax.

TRAITS: Klingon

VALUE: The Empire Will Be Mine

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 08
DARING 11	INSIGHT 08	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE –

FOCUSES: Hand Disruptors, Hand-to-Hand Combat, Manipulation

STRESS: 13 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Bold (Command):** Whenever Toral attempts a Command task, and he buys one or more d20s with Threat, he may re-roll a single d20.
- ***Brak'lul*:** Toral's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Pack Tactics:** Whenever Toral assists another character during combat, the character he assisted gains one bonus Momentum if they succeed.
- **Warrior's Spirit:** When Toral attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

K'Ehleyr [Major]

K'Ehleyr was a Federation ambassador. The daughter of a Klingon father and a Human mother, she grew up feeling trapped between cultures and came to resent her Klingon half, fearing the intense anger and loss of control she attributed to it. K'Ehleyr had a low opinion of Klingons and looked on their values and traditions with scorn. Yet her upbringing in both Klingon and Federation cultures made her a valuable emissary between the two allies.

In 2359, K'Ehleyr engaged in a brief affair with Starfleet cadet Worf, whom she met again six years later, when assisting the *U.S.S. Enterprise* in making contact with a 23rd-century Klingon sleeper ship. Despite consummating their romance, K'Ehleyr refused to marry Worf as Klingon tradition required. However, the union produced a son, Alexander, whom K'Ehleyr introduced to Worf in 2367 when she and the *Enterprise* assisted in the Rite of Succession upon the death of Klingon Chancellor K'mpec. Investigating Worf's discommendation on false charges of treason, she discovered that chancellor candidate Duras was the true traitor. Duras murdered her to keep the secret, whereupon Worf killed him in revenge, accepting Alexander into his family in K'Ehleyr's memory.

TRAITS: Klingon, Human

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!

Attributes

CONTROL 08	FITNESS 11	PRESENCE 12
DARING 10	INSIGHT 09	REASON 09

Disciplines

COMMAND 05	SECURITY 03	SCIENCE 03
CONN 01	ENGINEERING 02	MEDICINE 02

FOCUSES: Debate, Diplomacy, Hand-to-Hand Combat, Parenting, Persuasion, Resilience

STRESS: 17 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)

SPECIAL RULES:
- ***Brak'lul:*** K'Ehleyr's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Cunning Negotiator:** Whenever K'Ehleyr attempts a **Presence** task to influence an opponent during a negotiation, she may re-roll one d20.
- **Proficiency:** When performing a command task, K'Ehleyr adds one bonus d20.
- **Resolute:** K'Ehleyr is indomitable and unwilling to succumb to adversity. This increases her maximum Stress by 3.
- **Warrior's Spirit:** When K'Ehleyr attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

Alexander Rozhenko [Notable]

Alexander Rozhenko is the son of Worf and the late K'Ehleyr, making him one-quarter Human. Born in 2366, he matured rapidly, reaching physical adulthood by 2374. He first met Worf shortly before his mother's murder in 2367, whereupon he lived alternately with his father on the *U.S.S. Enterprise* and with Worf's foster parents Sergey and Helena Rozhenko on Earth. His mother did not teach him Klingon values, and he resisted Worf's efforts to instill them, leading to ongoing conflict before Worf learned to respect his son's right to follow his own path.

qIlaHbe' SeS nargh

PRONUNCIATION: *Heghlu'meH QaQ jajvam.*
TRANSLATION: It is a good day to die.

Nonetheless, after the Dominion War broke out and his father became General Martok's right hand, the now-mature Alexander chose to embrace his Klingon heritage, enlisting in the Klingon Defense Force in hopes of earning his father's acceptance. Despite proving an inept soldier, Alexander's dedication and eagerness won over his crewmates, who came to believe his mistakes brought them good luck, or at least amusement. In time, he improved enough to become weapons officer on the *I.K.S. Ya'Vang*, and in 2379 replaced Worf as Federation Ambassador to the Klingon Empire.

TRAITS: Klingon, Human

VALUE: I Don't Care About Being Klingon, I Just Want My Father to See Me

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 11
DARING 08	INSIGHT 08	REASON 09

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 03	MEDICINE –

FOCUSES: Diplomacy, Hand-to-Hand Combat, Shipboard Tactical Systems

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Cunning Negotiator:** Whenever Alexander Rozhenko attempts a **Presence** task to influence an opponent during a negotiation, he may re-roll one d20.
- **Studious:** Whenever Alexander Rozhenko 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 Alexander Rozhenko attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

HOPE FROM THE RUINS

SERGEY ROZHENKO, CHIEF PETTY OFFICER, STARFLEET (RETIRED), 2376

When I joined Starfleet, I was well aware of the Federation's troubled history with the Klingons and our often-strained attempts to make peace with the Empire. Still, it wasn't surprising in 2346 when my ship, the *U.S.S. Intrepid*, answered a distress call from a Klingon colony on the planet Khitomer. An orbital assault by Romulan warships had crippled the colony's infrastructure and killed nearly eighty percent of its population.

I was among the first members of the *Intrepid*'s crew to transport to the surface in an attempt to render aid. It was among this devastation that I found Worf, a young Klingon boy orphaned after losing his family to the attack. After getting to know him during our relief efforts, I couldn't bear the thought of leaving him. My wife, Helena, and I decided to adopt Worf and raise him as our own son. We did our best to teach him about his own heritage while showing him the best the Federation could offer. The Khitomer massacre would weigh heavily on the Empire for many years, but I'd like to believe Worf is its enduring legacy, symbolizing the peace now enjoyed between the Federation and the Empire. ▲

PERSONAL CORRESPONDENCE

TRUE KLINGONS

WEAPONS OFFICER ALEXANDER RHOZHENKO, *I.K.S. YA'VANG*, STARDATE 52935

Father,

Congratulations on becoming ambassador to the Empire. My shipmates have raised many bottles in your honor, but given the amount of bloodwine that has been drunk (and spilled) since the Dominion surrendered, it is hard to tell when one toast ends and another begins. I have not touched a drop since I fell down a gangway and dislocated my left shoulder.

To answer your question, for most of my shipmates, any mixed feelings they had about Starfleet disappeared with the Changelings. I don't think it's just the bloodwine talking. From the *bekks* to the officers, it's like there was never any trouble between Federation and Empire during the war. Even those who supported Gowron say you did what any Klingon would have done, and now they shout "Martok" at the top of their lungs.

The Alliance was tested by the Dominion, but is now stronger than ever, and it will grow stronger still. And much of that strength is due to you, Father. I am proud to be your son.

Qapla'
Alexander ▲

PERSONAL CORRESPONDENCE

KURN [MAJOR]

Kurn, son of Mogh was an officer in the Klingon Defense Force and later a member of the Klingon High Council. Born in 2345, Kurn was an infant when his parents were killed in the Romulan assault on Khitomer, engineered by the rival House of Duras. He survived because his parents had left him in the care of a family friend, Lorgh, who concealed Kurn's identity to protect him, raising the boy as his son. Thus, Kurn's elder brother Worf did not learn of his existence until 2366, when Kurn, now a commander, sought Worf out to inform him that the High Council had declared Mogh responsible for the Khitomer Massacre. Worf and Kurn initially fought this charge, but Worf eventually accepted discommendation, the loss of his family's honor, to prevent the civil war that Duras's exposure would trigger.

Kurn, his true parentage still secret, rose to command of the *I.K.S. Hegh'ta*. When the House of Duras finally launched a civil war against Chancellor Gowron, a Federation ally, Worf commanded Kurn to support Gowron. Kurn disapproved, but obeyed his elder brother and distinguished himself in Gowron's defense. When the House of Duras was defeated, Gowron restored the honor of the House of Mogh, and appointed Kurn its representative on the High Council. Kurn now lived on Qo'noS with his wife and children, though without a male heir.

When Worf refused to support Gowron's ill-advised invasion of Cardassia in 2372, Gowron discommended the entire House of Mogh, leaving Kurn and his daughters disgraced and destitute. Unwilling to live without his honor, Kurn sought his brother's assistance in ending his life by the *Mauk-to'Vor* ritual. Worf attempted to find another path for his brother, but Kurn was unable to adapt, and Worf ultimately assisted his brother in ending his life.

TRAIT: Klingon

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

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 10	REASON 09

DISCIPLINES

COMMAND 05	SECURITY 04	SCIENCE 01
CONN 03	ENGINEERING 02	MEDICINE 01

FOCUSES: Hand-to-Hand Combat, Intimidation, Ranged Combat, Resilience, Starship Tactics, Strategy

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 5, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Kurn's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Commanding Presence:** Whenever Kurn attempts the Rally task during starship combat, he may roll one additional d20.
- **To Battle:** Whenever Kurn buys additional dice for a melee attack using Threat, for each Threat spent, he gains 1 bonus Momentum that can only be spent on bonus damage, increasing the damage of the attack by 1 per Momentum spent.
- **Tough:** Whenever Kurn Avoids an Injury, the cost is reduced by 1, to a minimum of 1.
- **Warrior's Spirit:** When Kurn attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.



OPTIONAL VARIANT: RODEK

Unknown to the general public, Worf did not kill Kurn but arranged for his memory to be erased and his appearance surgically altered. He was given a new identity as Rodek, the amnesiac son of Noggra, an old friend of Mogh. If a gamemaster wishes to use Rodek, Kurn's statistics could be used with minor changes, such as swapping out Commanding Presence for a different talent (since Rodek has no memory of being a commanding officer) and substituting new values, such as:

- Death Before Dishonor
- Still a Klingon, Even Without My Memories
- Today Is a Good Day to Die!

WORF [MAJOR]

Worf, son of Mogh, was born in 2340 and orphaned in the Romulan attack on the Khitomer outpost six years later. Taken in by Starfleet petty officer Sergey Rozhenko and his wife Helena, Worf grew up among Humans on the Gault colony and Earth, alongside the Rozhenkos' biological son Nikolai, yet his foster parents encouraged him to study his Klingon heritage, which he embraced with fervor.

On a pilgrimage to Qo'noS in 2355, Worf experienced a vision prophesying that he would do something no Klingon had ever done. He later fulfilled that prophecy by enrolling in Starfleet Academy. In 2364, he was assigned to the *U.S.S. Enterprise* under Captain Jean-Luc Picard, who appointed him bridge watch officer to give him a breadth of experience in multiple disciplines. A year later, Worf succeeded his murdered friend Natasha Yar as the *Enterprise*'s security chief, a post he held until the ship's destruction in 2371.

Despite his Starfleet service, Worf became heavily embroiled in Klingon politics, starting when his father was posthumously accused of treason in the Khitomer Massacre. Worf accepted that false charge and endured discommendation to prevent his family's rivals, the House

FATHER TO SON

SUBSPACE TRANSMISSION FROM AMBASSADOR WORF TO *I.K.S. YA'VANG*

Alexander,

I have put this off for far too long, but now that you are a man, I can speak to you as such.

With all that I have seen and experienced, I'm surprised it's taken me this long to see what has always been right in front of me.

Time is not linear. Time is a circle.

When I was young and my blood burned for battle I wanted nothing more than to be a warrior. I did everything I could to get posted on the *Enterprise*, because while I knew it was a vessel of exploration, I dreamed of it going to war. K'Ehleyr laughed at my lust for battle, made fun of it and my immaturity. I loved her from the moment I met her, but I resented her humor, resented that she wanted to become a diplomat and not a *true* warrior, resented how, like me, she wrestled with being from two worlds, but was able to find a place in both.

And now here I am, an ambassador for the Federation, to the Empire, just like your mother was. Every day as I undertake challenges on this new battlefield, I find myself wishing I had her patience, strength, and humor, but I am pleased that you already do.

Come to Qo'noS when you have leave – it will be good to see you.

Your Father ▲

SUBSPACE TRANSMISSION



of Duras, from launching a civil war. Yet Worf later played a hand in the ascension of Chancellor Gowron when he slew Duras in revenge for the murder of K'Ehleyr, the mother of his son Alexander. When the delayed civil war finally broke out in late 2367, Worf's defense of Gowron earned back his honor.

In 2372, Worf transferred to Deep Space 9 as its strategic operations officer, often commanding the station's dedicated battleship, the *U.S.S. Defiant*. In his time on DS9, he married science officer Jadzia Dax and continued his involvement in Klingon politics, first aiding Starfleet against Gowron's Dominion-provoked aggression toward Cardassia and the Federation, then helping reunite Federation and Empire against the growing Dominion threat. After rescuing General Martok from a Dominion prison camp, Worf became fast friends with him and was adopted into his House, working as Martok's right hand during the Dominion War. Late in the war, Worf grew disillusioned with Gowron's corruption and challenged him, slaying Gowron in honorable combat and naming Martok the new chancellor. Upon the end of the war in 2375, Worf became Federation Ambassador to the Klingon Empire, a post he held for four years until he chose to return to Starfleet as first officer of the *Enterprise*-E.



PRONUNCIATION: *Suvbe'chugh Suvwl' tlhuHbe' Suvwl'*
TRANSLATION: If a warrior does not fight, he does not breathe.

TRAIT: Klingon

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!

ATTRIBUTES

CONTROL 10	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 04	SCIENCE 02
CONN 02	ENGINEERING 02	MEDICINE 02

FOCUSES: Diplomacy, Hand Phasers, Hand-to-Hand Combat, Resilience, Security Systems, Starship Tactics

STRESS: 14 **RESISTANCE:** 1 (Armor)

ATTACKS:
- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- *Mek'leth* Dagger (Melee, 6, Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee, 7, Vicious 1, Size 2H, Cumbersome)
- Phaser Type-2 (Ranged, 7, Size 1H, Charge)
- **Escalation** Phaser Rifle (Ranged, 8, Size 2H, Accurate, Charge)

SPECIAL RULES:
- **Bold (Command):** Whenever Worf attempts a task with Command, and he buys one or more d20s by adding to Threat, he may re-roll a single d20.
- ***Brak'lul:*** Worf's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Worf attempts a task to resist being intimidated or threatened, he may add a bonus d20 to his dice pool.
- **Tough:** Whenever Worf Avoids an Injury, the cost is reduced by 1, to a minimum of 1.
- **Warrior's Spirit:** When Worf attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Kahless II (Clone) [Notable]

The clone of Kahless the Unforgettable was created in 2369 by the clerics of the monastery on Boreth in an attempt to present him as the original and, through him, usurp rule of the Empire from a government that they felt had allowed widespread infection of Klingon culture with corruption and dishonor. The clone believed himself to be the true Kahless, owing to the extensive knowledge of the original's history with which the clerics programmed his mind.

Despite his knowledge and genetic testing substantiating the clerics' claims, the clerics were forced to admit their fraud due to gaps in the clone's memories and defeats in personal combat owing to his lack of practical combat experience. The clone became distraught upon learning his true origins but was given new purpose through a proposal by Klingon Starfleet officer Worf to publicize the clone's origins but also install him in an advisory figurehead role as Emperor and leave political leadership in the hands of the High Council. Though the clone, eventually renamed Kahless II, relished the opportunity, he proved of ultimately little influence over the Empire's governance, particularly in regard to the Empire's 2372 invasion of the Cardassian Union, an action Kahless II publicly denounced.

TRAITS: Klingon, Clone

VALUE: Through the Wisdom of the Past Shall We Win the Victories of the Future

Attributes

CONTROL 07	FITNESS 09	PRESENCE 11
DARING 10	INSIGHT 09	REASON 08

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 02
CONN –	ENGINEERING 01	MEDICINE 01

FOCUSES: Inspiration, Klingon History

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 5, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- ***Brak'lul:*** Kahless II's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **First into Battle:** When Kahless II makes a successful attack, he may spend 3 Threat to assist another Klingon's next attack with his **Daring + Command**.
- **Simulated Memories:** The clerics of Boreth programmed Kahless II with an encyclopedic knowledge of Klingon customs and all stories and legends related to the original Kahless. Kahless II gains one automatic success on all Reason-based tasks related to these subjects, in addition to those rolled.
- **Warrior's Spirit:** When Kahless II attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.

Grilka [Notable]

Grilka is one of few Klingon noblewomen to lead her own Great House. Upon the accidental death of her incompetent husband Kozak, seemingly at the hands of the Ferengi entrepreneur Quark, the canny Grilka took advantage of the situation to earn the Klingon High Council's dispensation to lead the House herself, once Quark proved that the rival House of D'Ghor had undermined the House of Kozak's finances by deceitful means. Grilka's continued reliance on Quark's business advice blossomed into an improbable romance in 2373 when Quark, with assistance from Lieutenant Commander Worf, managed to woo Grilka in the Klingon way. The romance did not last, as Grilka and Quark both proved too committed to their cultures' very different codes of behavior to change for each other. Yet they have remained friends and business associates, giving the House of Grilka perhaps the best-managed finances in the Klingon Empire.

TRAIT: Klingon

VALUE: I Will Protect the Interests of My House

Attributes

CONTROL 08	FITNESS 08	PRESENCE 11
DARING 10	INSIGHT 09	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Finances, Leadership, Politics

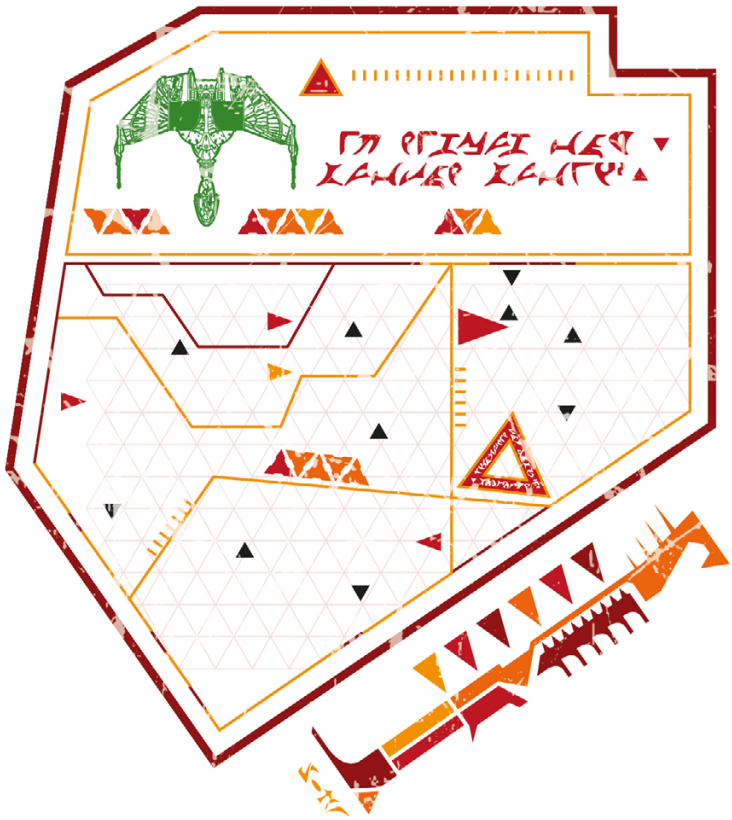
STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 6, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)

SPECIAL RULES:

- ***Brak'lul:*** Grilkas's resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Dauntless:** Whenever Grilka attempts a task to resist being intimidated or threatened, she may add a bonus d20 to her dice pool.
- **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, she may 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 attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.



PRONUNCIATION: *batlh potlh law' yIn potlh puS*
TRANSLATION: Honor is more important than life.

CHAPTER 10.30

UNITED FEDERATION OF PLANETS

"...THE FEDERATION IS PLEDGED NOT TO INTERFERE WITH THE INTERNAL AFFAIRS OF OTHERS. HOW CONVENIENT THAT MUST BE..."

– HEEVE FALOR

Founded in 2161, the United Federation of Planets consists of over 150 planets plus their affiliated colonies, all committed to a single co-operative governmental system. Starfleet is responsible for a majority of the Federation's exploratory and defensive capabilities, as well as some diplomatic missions. After decades of being sometime adversaries or outright enemies, the Klingon Empire and Federation have been allies for most of the past century. More information about the Federation and some of its member worlds and species may be found in the Starfleet-focused version of the ***Star Trek Adventures*** core rulebook, the ***Alpha Quadrant Sourcebook***, and the ***Beta Quadrant Sourcebook***.

FEDERATION SPECIES

Most of the NPCs in this section are listed as Human, though most do not contain any attribute increases as they are largely Minor NPCs. Changing the presented NPCs to represent Notable NPCs of the other species found within Starfleet requires changing the species trait, adding 1 point to any three attributes, and optionally, adding a relevant talent. You may also review other ***Star Trek Adventures*** supplements for species to use.

STARFLEET SECURITY OFFICER (MINOR)

Security officers are found throughout the Federation protecting their installations and serving aboard starships. Security officers protect their ships from both internal and external threats, escort other officers on missions, and are normally responsible for staffing the ships' weapon stations.

TRAIT: Human

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 08
DARING 09	INSIGHT 07	REASON 07

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE –
CONN 01	ENGINEERING 01	MEDICINE –

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge, Hidden)
- **Escalation** Phaser Rifle (Ranged, 6, Size 2H, Accurate, Charge)



Starfleet Conn Officer [Minor]

The conn officer (abbreviated from flight controller) is responsible for both the helm and navigation systems aboard Federation starships, from *Danube*-class runabouts to the colossal *Galaxy*-class vessels. At least one trained conn officer is present on the bridge at all times.

TRAIT: Human

Attributes

CONTROL 09	FITNESS 07	PRESENCE 08
DARING 09	INSIGHT 07	REASON 08

Disciplines

COMMAND 01	SECURITY 01	SCIENCE –
CONN 02	ENGINEERING 02	MEDICINE –

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3, Size 1H, Charge, Hidden)
- **Escalation** Phaser Type-2 (Ranged, 4, Size 1H, Charge)

Starfleet Engineer [Minor]

Members of the Starfleet Corps of Engineers maintain the countless technological devices used throughout the Federation every day. Aboard a starship, the engineers are responsible for repairing shipboard systems, managing power usage, and providing and maintaining any equipment used by the ship's other departments.

TRAIT: Human

Attributes

CONTROL 09	FITNESS 08	PRESENCE 07
DARING 07	INSIGHT 08	REASON 09

Disciplines

COMMAND 01	SECURITY –	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE –

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 1, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 2, Size 1H, Charge, Hidden)
- **Escalation** Phaser Type-2 (Ranged, 3, Size 1H, Charge)



Starfleet Science Officer (Minor)

As an integral part of Starfleet, science officers cover the hundreds of areas of expertise essential to the continuation and development of the Federation. Starfleet Medical, a branch within the Science division, is the body responsible for the care and treatment of all Starfleet personnel.

TRAIT: Human

Attributes

CONTROL 08	FITNESS 07	PRESENCE 08
DARING 07	INSIGHT 09	REASON 09

Disciplines

COMMAND 01	SECURITY –	SCIENCE 02
CONN –	ENGINEERING 01	MEDICINE 02

STRESS: 7
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 1, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 2, Size 1H, Charge, Hidden)
- **Escalation** Phaser Type-2 (Ranged, 3, Size 1H, Charge)



Starfleet Intelligence Operative (Notable)

Starfleet Intelligence agents operate across the Alpha and Beta Quadrants in service of the Federation, often working in disguise and at great risk in places Starfleet crews cannot officially go. Operatives are responsible for a wide variety of duties, including information gathering, diplomatic relations, and defensive sanitizations.

TRAIT: Human

VALUE: The Shield of the Federation

Attributes

CONTROL 10	FITNESS 10	PRESENCE 07
DARING 10	INSIGHT 09	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE –

FOCUSES: Espionage, Infiltration

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5, Size 1H, Charge, Hidden)
- **Escalation** Phaser Type-2 (Ranged, 6, Size 1H, Charge)

SPECIAL RULES:

- **Adaptable:** A Starfleet Intelligence Operative may spend 2 Threat to immediately gain a single focus for the remainder of the scene.
- **Covert:** A Starfleet Intelligence Operative never operates openly, either using an active cover identity or concealing their activities with other duties. Whenever required to attempt a task to conceal their activities – including to maintain their cover identity – they may roll an additional d20.

The Maquis

Many Maquis terrorists are drawn from the ranks of angry or frustrated ex-Starfleet officers, and as such you may use the Federation NPCs presented here in place of Maquis fighters. Additional information on the Maquis may be found in the ***Alpha Quadrant Sourcebook***.

Captain T'Mek [Major]

Captain T'Mek is representative of many Starfleet captains. As high-ranking officers, captains are found commanding not only Federation starships but also various outposts and facilities. Captains may be drawn from any branch of Starfleet. In rare circumstances, a ship may have several officers with the rank of captain running their individual departments.

VALUES:

- Logic is the Beginning of Wisdom, Not the End
- A Failure to Act Can Be As Dangerous As Acting Rashly

TRAIT: Vulcan

Attributes

CONTROL 12	FITNESS 09	PRESENCE 10
DARING 09	INSIGHT 08	REASON 11

Disciplines

COMMAND 04	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES: Astrophysics, Composure, Diplomacy, Starship Tactics

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Vulcan Nerve Pinch (Melee, 4, Intense, Size 1H, Non-lethal)
- Phaser type-2 (Ranged, 6, Size 1H, Charge, Hidden)
- **Escalation** Phaser Rifle (Ranged, 7, Size 1H, Charge)

SPECIAL RULES:

- **Considered Every Outcome:** Captain T'Mek is a keenly analytical commander, regarding every situation from a myriad of different angles and considering the advice of her senior staff before coming to a command decision. When she succeeds at a **Reason + Command** task, T'Mek scores one additional Momentum.
- **Kolinahr:** Captain T'Mek reduces the Difficulty of all tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.

Rear-Admiral Thyran [Major]

Admiral Thyran is representative of many Starfleet flag officers. Admirals form the upper echelons of Starfleet and are ultimately responsible for its day-to-day operations. Most are based at Starfleet Command in San Francisco on Earth, but many can also be found overseeing starbases and other facilities across the Federation.

VALUES:

- There Is No Higher Calling Than to Serve
- We Endure Hardship So That Others Do Not Have To

TRAIT: Andorian

Attributes

CONTROL 08	FITNESS 10	PRESENCE 11
DARING 11	INSIGHT 09	REASON 10

Disciplines

COMMAND 04	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 02

FOCUSES: Endurance, Fleet Strategy and Tactics, Inspiration, Military History

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6, Size 1H, Charge)

SPECIAL RULES:

- **Accomplished Strategist:** Admiral Thyran is a skilled commander who learned the arts of warfare commanding ships in battle. Whenever he attempts a task to formulate, execute, or explain a strategy, he may spend 1 Threat to re-roll his dice pool.
- **Counter-Ploy:** Whenever an enemy attempts a task to create an advantage representing some manner of strategy or tactic, Admiral Thyran may spend 1 Threat to increase the Difficulty by 1. Further, if this task then fails, Thyran may immediately spend 1 additional Threat to create an advantage of his own, representing his own stratagem.

CHAPTER 10.40

ROMULAN STAR EMPIRE

"COME CLOSE TO ME, KLINGON. LET ME DIE WITH MY HANDS AT YOUR THROAT."
– PATAHK, A ROMULAN OPERATIVE

The Romulan Star Empire is a reclusive and secretive galactic power that has only recently returned to galactic affairs after a long period of isolationism. Based on the twin worlds of Romulus and Remus, the Romulan Star Empire spans a considerable area of the Beta Quadrant and has clashed with both the Klingon Empire and the Federation on numerous occasions. More information about the Romulans may be found in the ***Beta Quadrant Sourcebook***.

ROMULAN UHLAN [MINOR]

The Romulan *uhlan* is the lowest ranking officer in the Romulan Guard and makes up a substantial number of their personnel.

TRAIT: Romulan

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 07
DARING 07	INSIGHT 08	REASON 09

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE –

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3, Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

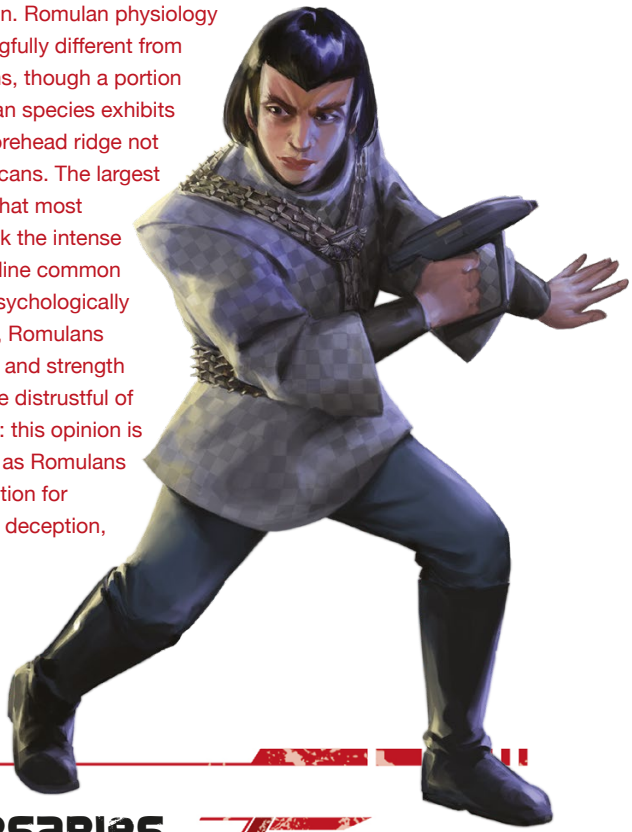
SPECIAL RULES:

- **Guile and Cunning:** When attempting to remain hidden or unnoticed, a Romulan Uhlan may spend 1 Threat to increase the Difficulty of enemy tasks to detect them by 1.
- **Wary:** Whenever a Romulan Uhlan attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

ROMULAN CHARACTERS

Romulans are similar to Vulcans, having diverged from their common ancestors, though they did not adopt the stoicism and logic of their cousins. Romulans are a cruel and ruthless people, quick to anger, and easily moved to emotion. A culture of military discipline seems to keep their worst members directed toward useful ends, though paranoia and self-interest motivate Romulan politics as much as a desire for collective benefit; at times, it seems that the only thing keeping the Romulan Star Empire together is the fact that Romulans despise other species more than they despise one another. Romulan characters have the following modifiers:

- **Attributes:** +1 Control, +1 Fitness, +1 Reason
- **Trait:** Romulan. Romulan physiology is not meaningfully different from that of Vulcans, though a portion of the Romulan species exhibits a v-shaped forehead ridge not evident in Vulcans. The largest difference is that most Romulans lack the intense mental discipline common to Vulcans. Psychologically and culturally, Romulans prize cunning and strength of will, and are distrustful of other species: this opinion is reciprocated, as Romulans have a reputation for manipulation, deception, and betrayal.



Romulan Centurion [Notable]

The Romulan centurion is a mid-ranking officer in the Romulan Guard roughly equivalent to a lieutenant in the Klingon Defense Force. They can be found as heads of departments aboard starships and throughout their Empire.

TRAIT: Romulan

VALUE: I Will Not Fail in My Duty to the Empire

Attributes

CONTROL 09	FITNESS 10	PRESENCE 10
DARING 09	INSIGHT 07	REASON 09

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE –

FOCUSES: Guerilla Tactics, Paranoia

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3, Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambush:** When attacking an opponent who is unaware, a Romulan Centurion may spend 2 Threat to allow the Centurion and all Romulans under their command to re-roll any number of d20s on their attack rolls.
- **Guile and Cunning:** When attempting to remain hidden or unnoticed, a Romulan Centurion may spend 1 Threat to increase the Difficulty of enemy tasks to detect them by 1.
- **Wary:** Whenever a Romulan Centurion attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

Major Verohk, Tal Shiar Agent [Major]

The Tal Shiar is a secret Imperial Intelligence service that operates autonomously from the Romulan government and is responsible for enforcing the loyalty of its citizens and the security of the Empire. Even a low-ranking Tal Shiar major has the authority to overrule the commanders, generals, and admirals of the Romulan Guard. Verohk is an example of a trained Tal Shiar agent.

TRAIT: Romulan

VALUES:

- The Ends Justify the Means
- Everything I Do, I Do for Romulus

Attributes

CONTROL 11	FITNESS 09	PRESENCE 09
DARING 09	INSIGHT 10	REASON 11

Disciplines

COMMAND 04	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 02

FOCUSES: Deception, Infiltration, Interrogation, Propaganda

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 4, Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)

SPECIAL RULES:

- **Guile and Cunning:** When attempting to remain hidden or unnoticed, Major Verohk may spend 1 Threat to increase the Difficulty of enemy tasks to detect her by 1.
- **Ruthless and Determined:** Major Verohk may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.
- **Supreme Authority:** Whenever a Romulan currently under Major Verohk's command attempts a task to resist persuasion or intimidation, Verohk may spend 1 Threat to allow that Romulan to re-roll, even if Verohk is not present in that scene herself.
- **Wary:** Whenever Major Verohk attempts a task to notice or detect an enemy or hazard, she may re-roll one d20.

CARDASSIAN UNION

"THE VERY NOTION THAT A CARDASSIAN COULD HAVE ANYTHING IN COMMON WITH A KLINGON...IT TURNS MY STOMACH."

– GUL OCETT

The Cardassian Union was a once-peaceful civilization that developed into a militaristic power to acquire new territories to support their resource-poor world. The Cardassians have been at odds with the Klingons for decades, with the Empire usually proving victorious in skirmishes and extended engagements. More information about the Cardassians may be found in the ***Alpha Quadrant Sourcebook***.

CARDASSIAN SOLDIER [MINOR]

Cardassian soldiers can be found operating in many different posts throughout the Union, such as ground troops, ship crews, or enforcing laws across their territories.

TRAIT: Cardassian

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 08
DARING 07	INSIGHT 07	REASON 09

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE –
CONN 01	ENGINEERING 01	MEDICINE –

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

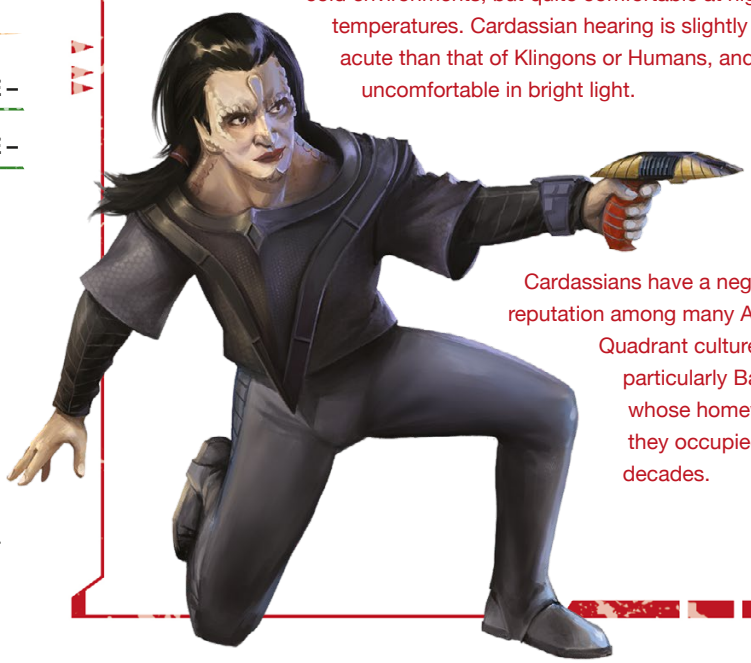
SPECIAL RULES:

- **Ambushes and Traps:** Whenever a Cardassian Soldier uses the Ready task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Loyal and Disciplined:** Whenever a Cardassian Soldier receives assistance from a superior on a task, the Cardassian Soldier may re-roll a single d20.

CARDASSIAN CHARACTERS

Cardassians are tall, grey-skinned humanoids with pronounced ridges on their bodies and faces. Their culture demands absolute loyalty to family and to the state – with Cardassian morality plays often depicting conflicts between the two – and they prize individual cunning, self-control, and the ability to endure hardship. Cardassians are a secretive people, even among close friends and family, and being suspicious and skeptical of others is regarded as wise and prudent. They value educational attainment and knowledge, and they are fond of conversation and lively debate. They are frequently regarded as domineering, ruthless, arrogant, and duplicitous. Cardassian characters have the following modifiers:

- **Attributes:** +1 Control, +1 Presence, +1 Reason
- **Trait:** Cardassian. Cardassians possess extraordinary mental discipline, and commonly have photographic memories, the result of intense training during childhood. They are intolerant of cold environments, but quite comfortable at higher temperatures. Cardassian hearing is slightly less acute than that of Klingons or Humans, and they are uncomfortable in bright light.



Cardassians have a negative reputation among many Alpha Quadrant cultures, particularly Bajorans, whose homeworld they occupied for decades.

Cardassian Glinn [Notable]

A Cardassian glinn is a high-ranking Union officer fulfilling a post equivalent to a Klingon lieutenant. The Cardassian military structure has two glinns reporting to each gul with their duties shared between them.

TRAIT: Cardassian

VALUE: Cardassians Did Not Choose to Be Superior, Fate Made Us This Way

Attributes

CONTROL 11	FITNESS 08	PRESENCE 10
DARING 09	INSIGHT 07	REASON 09

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE –

FOCUSES: Military Tactics, Willpower

STRESS: 10 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever a Cardassian Glinn uses the Ready task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Expects Success:** Whenever a Cardassian Glinn uses the Direct or Assist task to aid a subordinate, that task may always Succeed at Cost.
- **Loyal and Disciplined:** Whenever a Cardassian Glinn receives assistance from a superior on a task, the Cardassian Glinn may re-roll a single d20.

Gul Tremak [Major]

A Cardassian gul is the commanding officer of a starship or installation within the Cardassian Union. Experienced guls may be assigned increased duties, such as planetary governor to any one of their annexed planets. Gul Tremak represents a typical Cardassian gul.

TRAIT: Cardassian

VALUES:

- Cardassia Expects Everyone to Do Their Duty
- Knowledge Is Power, and Power Is Everything

Attributes

CONTROL 11	FITNESS 08	PRESENCE 11
DARING 09	INSIGHT 09	REASON 11

Disciplines

COMMAND 04	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 03	MEDICINE 01

FOCUSES: Debate, Military Tactics, Politics, Willpower

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate)

SPECIAL RULES:

- **Ambushes and Traps:** Whenever Gul Tremak uses the Ready task to ready a ranged attack, that ranged attack gains one bonus d20.
- **Cultured:** When engaged in social conflict, and given an opportunity to speak at length on a subject, Gul Tremak may re-roll his dice pool if he purchases any bonus d20s.
- **Loyal and Disciplined:** Whenever Gul Tremak receives assistance from a superior on a task, he may re-roll a single d20.
- **Ruthless:** Gul Tremak may re-roll any d20s in his dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.

FERENGI ALLIANCE

"THEN WHAT THEY SAY ABOUT THE FERENGI IS TRUE. YOU'RE ALL LYING, THIEVING COWARDS WHO HAVE NO SENSE OF LOYALTY OR HONOR."

– GRILKA

Hailing from Ferenginar, the Ferengi Alliance is a patriarchal civilization whose entire culture is based around trade and profit, facilitated by 285 "Rules of Acquisition." While Klingon outposts and scout ships have had run-ins with Ferengi pirates for decades, the two powers remain neutral. More information about the Ferengi may be found in the ***Alpha Quadrant Sourcebook***.

FERENGI MENIAL [MINOR]

These Ferengi are the rank and file officers found aboard Ferengi starships including freighters, trade and casino ships, or *D'Kora*-class marauders, as well as the ordinary service staff and petty entrepreneurs found in any place Ferengi gather.

TRAIT: Ferengi

ATTRIBUTES

CONTROL 08	FITNESS 07	PRESENCE 09
DARING 08	INSIGHT 09	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE –
CONN 01	ENGINEERING 02	MEDICINE –

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

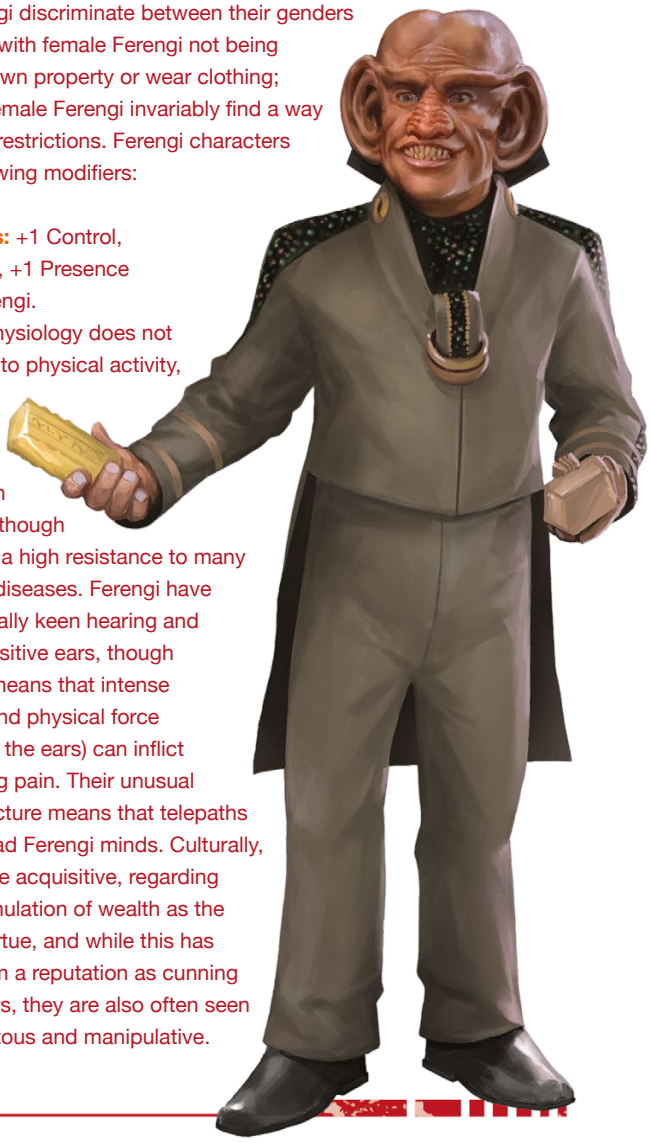
- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4, Size 1H, Charge, Hidden)

SPECIAL RULES:

- **Greed Is Eternal:** When engaged in negotiations that have the potential for the Ferengi Menial to profit financially, they may spend 1 Threat during a task to re-roll the dice pool.

FERENGI CHARACTERS

Ferengi are short, unimposing beings, noted more as merchants and traders than as warriors, scientists, or engineers. Their culture promotes the acquisition of material wealth, and their society is extremely capitalistic, with most routine activities accompanied by the exchange of a precious, non-replicable substance called latinum (a room-temperature liquid metal, often stored within gold "slips," "bricks," or "bars"). Ferengi discriminate between their genders considerably, with female Ferengi not being permitted to own property or wear clothing; enterprising female Ferengi invariably find a way around these restrictions. Ferengi characters have the following modifiers:



- **Attributes:** +1 Control, +1 Insight, +1 Presence
- **Trait:** Ferengi.

Ferengi physiology does not lend itself to physical activity, nor does their culture value such hardship, though they have a high resistance to many common diseases. Ferengi have exceptionally keen hearing and highly sensitive ears, though this also means that intense sounds (and physical force applied to the ears) can inflict debilitating pain. Their unusual brain structure means that telepaths cannot read Ferengi minds. Culturally, Ferengi are acquisitive, regarding the accumulation of wealth as the highest virtue, and while this has given them a reputation as cunning negotiators, they are also often seen as duplicitous and manipulative.

Ferengi Salesman [Notable]

A Ferengi salesman is a master negotiator and trader that can be found across the Galaxy in pursuit of the next big business deal. Where there is latinum to be made, a Ferengi salesman is not far away.

TRAIT: Ferengi

VALUE:

- **1st Rule of Acquisition:** Once You Have Their Money, Never Give It Back

Attributes

CONTROL 09	FITNESS 07	PRESENCE 11
DARING 09	INSIGHT 09	REASON 09

Disciplines

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE –

FOCUSES: Deception, Negotiation

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- **Escalation** Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)

SPECIAL RULES:

- **Free Advice Is Seldom Cheap:** Increase the Difficulty of all social conflict to persuade a Ferengi Salesman by 2. This Difficulty increase is removed as soon as the Ferengi Salesman is offered something in trade.
- **Greed Is Eternal:** When engaged in negotiations that have the potential for the Ferengi Salesman to profit financially, they may spend 1 Threat during a task to re-roll the dice pool.

DaiMon Skel [Major]

DaiMon is a purchasable military, mercantile, or political rank that allows for command of a starship and the conducting of trade negotiations or even piracy on behalf of the Ferengi Alliance. Any DaiMon found using methods unapproved (or which are not adequately profitable) by the Alliance or their investors may lose command and be stripped of their rank. Skel is representative of the average DaiMon.

TRAIT: Ferengi

VALUES:

- **48th Rule of Acquisition:** The Bigger the Smile, the Sharper the Knife
- **211th Rule of Acquisition:** Employees Are the Rungs on the Ladder to Success; Don't Hesitate to Step On Them

Attributes

CONTROL 10	FITNESS 08	PRESENCE 11
DARING 11	INSIGHT 10	REASON 09

Disciplines

COMMAND 04	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 03	MEDICINE 01

FOCUSES: Bribery, Negotiation, Starship Tactics, Subterfuge

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Energy Whip (Ranged, 6, Intense, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5, Size 1H, Charge, Hidden)

SPECIAL RULES:

- **Free Advice Is Seldom Cheap:** Increase the Difficulty of all social conflict to persuade DaiMon Skel by 2. This Difficulty increase is removed as soon as Skel is offered something in trade.
- **Greed Is Eternal:** When engaged in negotiations that have the potential for DaiMon Skel to profit financially, he may spend 1 Threat during a task to re-roll the dice pool.
- **You Can't Make a Deal If You're Dead:** DaiMon Skel will never make a lethal attack. Further, whenever attempting a task to make a deal or otherwise persuade an enemy who he has previously incapacitated, or an enemy who obviously outmatches him, he may add a bonus d20 to the roll.

THE DOMINION

"[THE JEM'HADAR ARE] SOULLESS CREATURES, WORF, FIGHTING FOR NO GOAL, NO PURPOSE EXCEPT TO SERVE THE FOUNDERS."

– GENERAL MARTOK

Established over ten thousand years ago, the Dominion is an interstellar power originating in the Gamma Quadrant that seeks to bring order to the Galaxy through subjugation and diplomacy. Ruled by the shape-changing Founders, and served by their genetically-engineered subordinates the Jem'Hadar and the Vorta, the Dominion has influence over hundreds of worlds and civilizations. Greater detail about the Dominion may be found in the ***Gamma Quadrant Sourcebook***.

JEM'HADAR WARRIOR [MINOR]

Created solely for combat, Jem'Hadar warriors are reliant on the nutrition of the addictive narcotic ketracel-white. Withdrawal from this drug causes pain, madness, and eventually death, ensuring absolute loyalty to the Dominion.

TRAIT: Jem'Hadar

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 07
DARING 09	INSIGHT 08	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE –

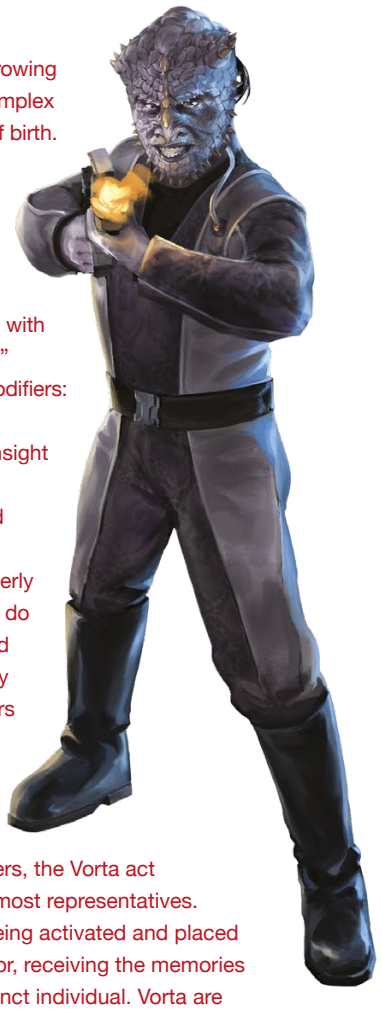
STRESS: 11 **RESISTANCE:** 2 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Vicious 1, Size 1H)
- Blade (Melee, 4, Vicious 1, Size 1H)
- **Escalation** *Kar'takin* (Melee, 5, Vicious 1, Size 2H)
- Plasma Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate, Debilitating)

DOMINION CHARACTERS

JEM'HADAR



Created to serve as the Dominion's military, Jem'Hadar are bred in birthing chambers, growing to maturity in three days, and developing complex reasoning and language skills within a day of birth. Once mature, they do not eat, drink, or sleep, taking all nourishment from a drug – ketracel-white ("the white") – distributed by their Vorta overseer as a means of ensuring loyalty. Few Jem'Hadar live for longer than 15 years due simply to battlefield casualties, with those living to 20 being regarded as "Elders." Jem'Hadar characters have the following modifiers:

- **Attributes:** +1 Daring, +1 Fitness, +1 Insight
- **Trait:** Jem'Hadar. Individual Jem'Hadar are physically powerful, far stronger and more resilient than Humans. They have exceptionally keen eyesight, and act utterly without fear or hesitation in battle. They do not regard death with apprehension, and are extremely aggressive, limited only by their absolute obedience to the Founders and the Vorta.

VORTA

Created to serve as the Dominion's advisors, scientists, diplomats, and overseers, the Vorta act as the Founders' closest servants and foremost representatives. Vorta are cloned in batches, a new clone being activated and placed into service upon the death of a predecessor, receiving the memories of their predecessor, while remaining a distinct individual. Vorta are cunning and clever, but have little creativity or sense of aesthetics. Vorta characters have the following modifiers:

- **Attributes:** +1 Insight, +1 Presence, +1 Reason
- **Trait:** Vorta. Vorta have keen hearing, but relatively poor eyesight. They are immune to most forms of poison. Vorta are absolutely loyal to the Dominion, revering the Founders as living gods. Those who encounter the Vorta often regard them as insincere or manipulative.

SPECIAL RULES:

- **Immune to Fear**
- **Immune to Pain**
- **Brute Force:** Jem'Hadar add the Vicious 1 effect to their unarmed strike, and remove the non-lethal quality.
- **The Shroud:** A Jem'Hadar may spend 2 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

Jem'Hadar First [Notable]

Each unit of Jem'Hadar is commanded by a First who reports directly to the Vorta. While still held under the sway of ketracel-white addiction, a Jem'Hadar First is authorized to distribute the drug to its unit, when it is provided by their Vorta.

TRAIT: Jem'Hadar

VALUE: We Are Now Dead; We Go into Battle to Reclaim Our Lives

Attributes

CONTROL 09	FITNESS 11	PRESENCE 08
DARING 10	INSIGHT 09	REASON 07

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Combat Tactics, Hand-to-Hand Combat

STRESS: 14 **RESISTANCE:** 2 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4, Knockdown, Vicious 1, Size 1H)
- Blade (Melee, 5, Vicious 1, Size 1H)
- **Escalation** *Kar'takin* (Melee, 6, Vicious 1, Size 2H)
- Plasma Rifle (Ranged, 7, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Immune to Fear**
- **Immune to Pain**
- **Brute Force:** Jem'Hadar Firsts add the Vicious 1 effect to their unarmed strike, and remove the non-lethal quality.
- **The Shroud:** A Jem'Hadar First may spend 2 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar First by 3. This effect ends when the Jem'Hadar First makes an attack, or takes a minor action to end the effect. The Jem'Hadar First loses this ability when deprived of ketracel-white.
- **Victory is Life:** Whenever a Jem'Hadar First or one of its subordinates inflicts an injury or achieves an objective, add 1 to Threat.

Taris, Vorta Overseer [Major]

The Vorta are a genetically-engineered species created by the Founders to act as diplomats, scientists, and commanders for the day-to-day running of the Dominion. Through a complex cloning process, any Vorta killed can return with all its original memories, although its personality may change. Taris is an example of an experienced Vorta overseer.

TRAIT: Vorta

VALUES:

- I Live to Serve the Founders
- There Is Nothing I Will Not Do to Succeed

Attributes

CONTROL 09	FITNESS 09	PRESENCE 11
DARING 08	INSIGHT 11	REASON 11

Disciplines

COMMAND 04	SECURITY 02	SCIENCE 03
CONN 03	ENGINEERING 02	MEDICINE 02

FOCUSES: Deception, Diplomacy, Observation, Psychology

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)

SPECIAL RULES:

- **In the Name of the Founders:** When using the Direct or Assist task to command other servants of the Dominion, Taris may roll 2d20 instead of 1d20.
- **Manipulative:** If Taris purchases one or more d20s when attempting a task to deceive or intimidate another, she may re-roll her dice pool.
- **Termination Implant:** If Taris is captured, she may commit suicide by triggering a termination implant. This requires a minor action, and kills her immediately.

CHAPTER 10.80

THE BORG COLLECTIVE

"RESISTANCE IS FUTILE."

– THE BORG

Cybernetic humanoids from the Delta Quadrant, the Borg have traveled the Galaxy assimilating over ten thousand different species to add to their Collective. There is no individuality within the Collective; each drone is linked by a hive mind to one another and given a new designation according to their place within the group. The Borg Collective is described in greater detail in the ***Delta Quadrant Sourcebook***.

BORG TACTICAL DRONE (MINOR)

A Borg tactical drone can be any one of the thousands of species assimilated by the Collective, but all have the same basic modifications: enhanced strength, a personal force field, a neural transceiver that connects to the hive mind, and an assimilation tubule.

This profile represents an assimilated Klingon, whose size and strength make them ideally suited to becoming tactical drones. It can be adjusted to represent other species by changing the second species trait (examples of other species traits may be found on pages 363, 365, 367, and 369).

TRAITS: Borg, Klingon

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 07
DARING 09	INSIGHT 07	REASON 08

DISCIPLINES

COMMAND –	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 01	MEDICINE –

STRESS: 11 **RESISTANCE:** 3 (Exoplating)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- **Escalation** Assimilation Tubules (Melee, 5, Intense, Size 1H, Deadly, Debilitating)

BORG CHARACTERS

Borg is not something that a person is born to, but rather something that they are forced to become – though for infants and children assimilated by the Collective, they may have little or no memory of any other life. The Borg meld biology with technology, and a drone will have countless implants, the result of both invasive surgery and aggressive nanotechnology. Borg NPCs are all mixed-species characters – their original species, and their new reality as part of the Collective.

- **Attributes:** Borg characters do not receive any specific attribute increases, nor do they use those of their original species; instead, they increase any three attributes by 1.
- **Trait:** Borg. Borg are extremely strong and resilient, owing to their technologically-enhanced physiology. They lack self-determination and intuition, relying on directives and protocols from the Collective, and the gestalt consciousness of countless other Borg drones.

COMMON BORG SPECIAL RULES

Borg NPCs commonly use the following special rules:

- **Adaptive Shielding:** Each time a single Borg drone within a scene is injured by an energy-based ranged weapon (such as a disruptor or phaser), roll 1 for each drone injured by that type of weapon. If an effect is rolled, then all Borg drones in that scene become immune to that type of ranged weapon. Melee attacks and projectiles are unaffected by this.
- **Assimilation:** A character injured by assimilation tubules has been injected with Borg nanoprobes, beginning the process of assimilation. This process is extremely difficult to reverse – if the character dies from that injury, they become a nascent drone. If the character's injury is stabilized, they must add one to Threat at the start of each scene in order to not succumb to the nanoprobes, until they can have the nanoprobes removed and their injury healed (a **Control + Medicine** task with a Difficulty of 4).
- **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. During any scene, it costs 1 Threat to allow a drone to make attacks or take hostile action for the remainder of this scene; this cost is waived for all drones present in the scene (including reinforcements arriving during the scene) if any drone is attacked.

SPECIAL RULES:

- **Adaptive Shielding** (see Borg Characters sidebar)
- **Assimilation** (see Borg Characters sidebar)
- **Immune to Fear**
- **Immune to Pain**
- **Machine 3**
- **Night Vision**
- **Threat Protocols** (see Borg Characters sidebar)

BORG TECHNICAL DRONE [MINOR]

Almost identical to other drones, the Borg technical drone is tasked with the assimilation and modification of any technology the Borg wishes to add to their Collective.

This profile represents an assimilated Vulcan, whose strength and neurological makeup make them well-suited to technical activities. It can be adjusted to represent other species by changing the second species trait (examples of other species traits may be found on pages 363, 365, 367, and 369).

TRAITS: Borg, Vulcan

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 07
DARING 08	INSIGHT 07	REASON 09

DISCIPLINES

COMMAND –	SECURITY 01	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE –

STRESS: 10 **RESISTANCE:** 2 (Exoplating)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- Plasma Cutter (Melee, 5, Piercing 3, Size 1H, Cumbersome, Deadly)
- **Escalation** Assimilation Tubules (Melee, 4, Intense, Size 1H, Deadly, Debilitating)

SPECIAL RULES:

- **Adaptive Shielding** (see Borg Characters sidebar)
- **Assimilation** (see Borg Characters sidebar)
- **Immune to Fear**
- **Immune to Pain**
- **Machine 2**
- **Night Vision**
- **Threat Protocols** (see Borg Characters sidebar)

BORG MEDICAL DRONE [MINOR]

A Borg medical drone is almost indistinguishable from other members of the Collective except that they are equipped with surgical devices able to make cybernetic modifications to those they have assimilated.

This profile represents an assimilated Cardassian, as their orderly minds and retentive memories make them well-suited to precise technical roles. It can be adjusted to represent other species by changing the second species trait (examples of other species traits may be found on pages 363, 365, 367, and 369).

TRAITS: Borg, Cardassian

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 07
DARING 08	INSIGHT 07	REASON 09

DISCIPLINES

COMMAND –	SECURITY 01	SCIENCE 02
CONN –	ENGINEERING 01	MEDICINE 02

STRESS: 9 **RESISTANCE:** 2 (Exoplating)

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- **Escalation** Assimilation Tubules (Melee, 4, Intense, Size 1H, Deadly, Debilitating)

SPECIAL RULES:

- **Adaptive Shielding** (see Borg Characters sidebar)
- **Assimilation** (see Borg Characters sidebar)
- **Immune to Fear**
- **Immune to Pain**
- **Machine 2**
- **Night Vision**
- **Reclamation:** A Borg Medical Drone may attempt a **Reason + Medicine** task with a Difficulty of 0 on an Injured Borg drone within reach. If successful, the injured drone dies, and its parts are reclaimed. Any Momentum generated is added directly to Threat.
- **Threat Protocols** (see Borg Characters sidebar)



CHAPTER 10.90

BEASTS OF THE GALAXY

"YOU DO NOT KILL AN ANIMAL UNLESS YOU INTEND TO EAT IT."

– TOQ

Finding yourself at the mercy of life in the Galaxy is never a position a warship captain should find themselves in. This section should help you understand a creature's strengths and weaknesses, including how to exploit them.

DENEVAN NEURAL PARASITE [MINOR]

Denevan neural parasites – small, jelly-like creatures, roughly disc-like and flat – are generally part of a group of such creatures which travel through space, planet to planet, infecting and feeding off the creatures on whatever planet they visit.

On infecting its host, the parasite attaches itself to the victim's nervous system and very quickly becomes unremovable. It then pressures its host to perform tasks by emitting vast amounts of pain if the victim does not do as the parasite wishes. They are susceptible to the effects of ultraviolet radiation.

TRAIT: Denevan Neural Parasite

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 05
DARING 04	INSIGHT 04	REASON 06

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 9 **RESISTANCE:** 0

SPECIAL RULES

- **Attach:** Should the Neural Parasite become attached to an area on a host creature large enough to hold it (i.e., a humanoid torso), the parasite fuses with the creature's nervous system, in essence controlling the creature.

GLOMMER [MINOR]

Glommers are genetically-engineered bulbous predators with four spindly legs and two eye-stalks, created by the Klingon geneticist Kej. Glommers were designed solely to hunt, kill, and eat tribbles. The independent space trader Cyrano Jones stole a glommer in the 23rd century to aid in cleaning a tribble infestation on Deep Space Station K-7.

TRAIT: Glommer

ATTRIBUTES

CONTROL 06	FITNESS 06	PRESENCE 05
DARING 07	INSIGHT 07	REASON 06

DISCIPLINES

COMMAND –	SECURITY 02	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- Bite (Melee, 3, Size 1H, Deadly)

SPECIAL RULES

- **Solitary Prey:** Glommers do not hunt or attack anything other than tribbles.



Talarian Hook Spider [Minor]

With legs approaching a half-meter in length and curved hook-like appendages at the end of their legs, the Talarian hook spider is known for being accidentally brought onto ships in cargo crates. The hooks on the spiders' legs allow them to nimbly travel throughout the innards of a spacefaring vessel without requiring traditionally insect-like methods of attaching to a surface such as setules on their legs. Hook spiders are not much more dangerous than a medium-sized dog on their own, but large groups can quickly become a danger to a wayward engineer.

TRAIT: Talarian Hook Spider

Attributes

CONTROL 10	FITNESS 08	PRESENCE 02
DARING 07	INSIGHT 02	REASON 04

Disciplines

COMMAND 01	SECURITY 03	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 11 **RESISTANCE:** 1

ATTACKS:

- Hook (Melee, 4, Knockdown, Size 1H)
- Bite (Melee, 5, Intense, Size 1H, Deadly)

SPECIAL RULES

- **Web:** Should the hook spider be given enough time in a location, they will fill it with a sticky, web-like substance. Characters moving through this substance cannot move more than one zone per turn.

Targ [Minor]

Akin to large, furry Terran boar, *targs* are known for being vicious and destructive animals, perfect as Klingon pets. When not kept as companions, the *targ* is known to be a Klingon delicacy, with the heart being eaten as a traditional dish known to bring courage.

Targs have long lifespans, living for upward of multiple decades if not hunted, and are traditionally known for hiding in dirt when threatened.

TRAIT: *Targ*



ATTRIBUTES

CONTROL 04	FITNESS 11	PRESENCE 08
DARING 10	INSIGHT 05	REASON 02

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Tusks (Melee, 3, Knockdown, Size 1H)
- Bite (Melee, 3, Vicious 1, Size 1H, Cumbersome)

SPECIAL RULES

- **Boar Rush:** The *targ* charges at the character, attempting to knock them to the ground. In doing this, the *targ* moves up to two zones into melee range with the character and performs a "Tusks" attack.

TRIBBLE [MINOR]

Tribbles are small furry life-forms, often regarded as unintelligent, and are native to the plant Iota Geminorum IV. They make soft, calming, purring sounds when touched, and breed at an alarming rate outside of their native world. When in close proximity to Klingons, tribbles emit a high-pitched shriek. It is suggested that due to both species having a keen sense of smell, they find each other repulsive, the main reason for their mortal rivalry.

TRAIT: Tribble

ATTRIBUTES

CONTROL 04	FITNESS 04	PRESENCE 09
DARING 08	INSIGHT 06	REASON 06

DISCIPLINES

COMMAND –	SECURITY 02	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 4 **RESISTANCE:** 0

SPECIAL RULES

- **Klingons:** If a tribble smells a Klingon, the tribble emits a distressed shrieking sound; similarly, Klingons have an instinctive dislike of tribbles. A tribble's reaction is strong enough to automatically detect the presence of a Klingon – even one disguised or surgically altered – within Close range, while a disguised Klingon must attempt a **Control + Command** task with a Difficulty of 2 to mask their disgust at the presence of a tribble.



MUGATO [NOTABLE]

The *mugato* of the planet Neural is a white-furred carnivorous ape. Regularly attacking humanoids who stray too close to their mountain home, the *mugato* are known for biting their prey, injecting them with a fatal poison.

It will generally choose to use its poison if it perceives the threat as a future food source, due to the slow-acting nature of the poison. The primary cure for this poison is the local *mahko* root, the use of which is known to locals.

TRAIT: *Mugato*

VALUE: Territorial Predator

ATTRIBUTES

CONTROL 06	FITNESS 11	PRESENCE 10
DARING 08	INSIGHT 04	REASON 06

DISCIPLINES

COMMAND –	SECURITY 02	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

FOCUSES: Melee, Tracking

STRESS: 13 **RESISTANCE:** 0

WEAPONS:

- Claws (Melee, 4, Intense, Size 1H)
- Bite (Melee, 5 Vicious 1, Size 1H, Cumbersome, Deadly, Debilitating)

SPECIAL RULES

- **Inject Venom:** When biting a victim, the *mugato* may choose to inject them with a venom. This venom will cause a slow, painful death to the victim should they not be cured.

Sehlat [Notable]

The *sehlat* is a large, bear-like creature from the planet Vulcan. While a traditional pet for Vulcan children, their six-inch fangs and predatory nature make them a danger to unwary travelers through the deserts of its home planet.

TRAIT: *Sehlat*

VALUES: Territorial Predator

Attributes

CONTROL 08	FITNESS 12	PRESENCE 09
DARING 11	INSIGHT 05	REASON 02

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

FOCUSES: Biting, Clawing, Stalking

STRESS: 15 **RESISTANCE:** 2

ATTACKS:

- Claws (Melee, 5, Piercing 1, Size 1H)
- Teeth (Melee, 5, Vicious 1, Size 1H, Cumbersome)

Berengarian Dragon [Major]

At over 200 meters in length, and having an innate ability to breath fire, the reptiles of Berengaria VII were a curiosity to the Vulcan science team who first studied them. Berengarian dragons are known to roost primarily in forest regions, using their fire breath to scorch areas of foliage and causing animals within to attempt to escape, which the dragons then hunt for food.

Being so large, the Berengarian dragon also uses its fire breath to herd flocks of birds, which it then devours in a manner similar to Earth's whales, gorging on whole flocks at a time as they attempt to escape its maw.

TRAIT: Berengarian Dragon

VALUES:

- Arboreal Hunter
- Pays Small Creatures Little Heed

Attributes

CONTROL 10	FITNESS 12	PRESENCE 10
DARING 12	INSIGHT 05	REASON 04

Disciplines

COMMAND 03	SECURITY 02	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

FOCUSES: Hunting, Melee, Observation

STRESS: 28 **RESISTANCE:** 5

ATTACKS:

- Claws (Melee, 5 Area, Vicious 1, Size 1H)
- Teeth (Melee, 6 Piercing 2, Vicious 1, Size 1H, Debilitating)
- Fire breath (Ranged, 5 Area, Intense, Size 1H)

SPECIAL RULES:

- **Massive:** The Berengarian Dragon is massive. It has twice as much Stress as normal. Further, it takes 8 Stress to inflict an injury instead of 5.

CHAPTER 11.00
INTRODUCTORY ADVENTURE



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INTRODUCTORY ADVENTURE

CHAPTER 11.10

THE ORACLE OF BAR'KOTH REACH

"SEEK THE ORACLE, BUT ONLY IF YE BE WARRIORS OF VALOR!"

– KLINGON PROVERB

INTRODUCTION

This brief adventure introduces new players and gamemasters to the *Star Trek* universe from a decidedly Klingon point of view. The players take on the roles of Klingon warriors questing for honor and yearning for a chance to prove themselves in battle. This scenario may be used as a one-shot adventure or as the introductory story for an ongoing Klingon campaign.

SYNOPSIS

The player characters, stationed aboard a bird-of-prey, set out to seek the wisdom and blessing of the fabled oracle of Bar'Koth Reach. Klingon tradition tells of a great warrior named Glorithar who turned to a life of contemplation and seclusion within a small temple located somewhere in the Bar'Koth Reach, a densely-packed asteroid field. Only worthy Klingon warriors possess the courage and guile to negotiate the dangers of the Reach and locate the oracle, who will reward successful visitors with guidance on the attainment of glory. Most Klingon warriors who set out on this journey fail in their quest.

The player characters will quickly discover the asteroid field resonates with chroniton radiation, creating navigational hazards as well as the possibility that any wrong move could cause a temporal displacement that sends their ship back to the moment it entered the Bar'Koth Reach. The player characters' bird-of-prey also may encounter temporal echoes, or brief glimpses of a starship battle that took place decades ago inside the Reach. These echoes emerge from temporal anomalies before mysteriously disappearing.

At the center of the Reach, they'll find a domed outpost constructed inside one of the largest asteroids. Beaming into the structure will draw the attention of several vicious targs that roam the outpost as sentries, testing the player characters' prowess in battle. If they overcome the creatures, the player characters gain entrance to the temple, where Glorithar sits in meditation.

The oracle praises the player characters for their wit, which allowed them to overcome the temporal incursions, and their strength, which allowed them to defeat the sentry beasts. Glorithar also tells the player characters of her tragic life. She was once part of a noble House, and she and her brother gathered a fleet of Klingon warriors with which they planned to conquer the Empire. But Glorithar learned that her brother planned to execute not only the heads of their rival Houses but also many neutral Houses as well. She thought the plan cruel and killed her brother in single combat to stop him. Many generals loyal to her brother sought to destroy her, but she used a chroniton weapon that essentially froze her foes in time. Heartbroken and alone, she turned to a life of mediation and study and became a well-known oracle throughout the Empire.

But the chronitons she used to flood the Bar'Koth Reach are decaying, and her enemies soon will reemerge into the time stream. Glorithar expects their leader, General Gruth, will want revenge. At the climax of the scenario, a time anomaly forms inside the temple and several of Glorithar's old enemies rejoin the timestream. The player characters must choose to either allow them to exact their revenge on Glorithar or fight by her side.

If the player characters defend Glorithar and survive the scenario, Glorithar prophesizes that a great victory awaits them in the Shackleton Expanse. She then boards a shuttle and drifts out into the cosmos, where she plans to die alone. Her song, she says, has reached its end, but the player characters' song has yet to be written.

Gamemasters begin this scenario with two points of Threat for each player.



Scene 1: Welcome to Bar'Koth Reach

After the commander of the player characters' ship reads the log entry, the gamemaster should read or paraphrase the following:

You've dropped out of warp near Bar'Koth Reach, and a massive asteroid field crowds the viewscreen. Moments later, everyone on the bridge feels a prickly sensation on their skin. The sensation intensifies until it becomes overwhelming. Suddenly, every warrior and instrument reading on the bridge moves backward to where it was several moments earlier before the prickly sensation dissipates and normal bridge activity resumes. It was as if everything aboard the ship shifted backward in time for a few seconds before the normal passage of time reasserted itself.

Commander's Log

"I have determined that it is time for my crew to take its rightful place among the Empire's most revered warriors. Accordingly, we have decided to travel to Bar'Koth Reach to receive the blessing of the legendary oracle there. The journey through the asteroid field has claimed the lives of countless Klingon warriors over the decades, but the few who have entered the oracle's temple and heard her wisdom have earned great honor for themselves, their Houses, and the Empire. I have no doubt we are equal to the task. The oracle will have no choice but to grant us her blessing, and word of our courageous deeds will spread throughout the Empire. *Qapla'!*" ▲

Any player character operating a sensor station can scan nearby space to try and determine what just happened. This requires a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 1. A success allows the player character to pick up elevated ambient chroniton levels throughout the Bar'Koth Reach, causing temporal anomalies to swirl among the asteroids. This will create a navigational hazard for any ship trying to pass through the asteroids and is likely one of the reasons so many previous attempts to reach the oracle have failed.

Player characters can spend a point of Momentum to Obtain Information, which reveals that the exotic element dibermanium makes up much of the asteroid field. The dibermanium appears to resonate with the chronitons, which has kept them from dissipating. This means the chronitons could have originated decades, maybe even centuries, in the past, but they continue to cause temporal disturbances because of the dibermanium. The Obtain Information spend also allows the player characters to discern that, although the dibermanium has allowed the temporal disturbances to persist for a length of time, the effect won't last forever and is fading. This region of space has experienced temporal disturbances for decades, but those disturbances soon will cease.

The high levels of chronitons create a complication for any scene that takes place in the Bar'Koth Reach. This complication is titled "Elevated Chroniton Levels 1," and it increases the Difficulty of any tasks attempting to navigate through the Reach or scan the area with sensors or tricorders. Piloting the bird-of-prey through the asteroid field to the oracle's outpost will require two tasks. The first task is to plot a course by successfully completing a Difficulty 2 **Reason + Conn** task, assisted by the ship's **Sensors + Science**. The second task, piloting the ship through the asteroid field, must be performed by the character at the helm by completing a Difficulty 2 **Control + Conn** task. If the task to plot the course fails, the piloting task becomes Difficulty 3 instead of Difficulty 2.

If the task to pilot the ship fails, the vessel runs into a massive temporal anomaly. The anomaly engulfs the entire ship and sends it back to the precise moment it entered the asteroid field. In this case, the gamemaster should start the scenario from the beginning and have the commander of the bird-of-prey read the log entry at the beginning of the adventure. The player characters will feel a tingling sensation for a few moments and then realize that they've done all this before.

Alternatively, the gamemaster can spend 2 Threat to trigger a complication caused by the temporal anomaly, which has the same effect detailed above. The gamemaster can use this Threat spend at any point during this scenario until the final scene when the chronitons decay completely and the temporal disturbances cease.

If the player characters successfully complete the piloting task, their bird-of-prey glides through the asteroid field and avoids the major temporal anomalies on its way to the outpost where Glorithar lives. However, before they reach the outpost, sensors detect debris spilling out of one of the temporal anomalies. A Difficulty 2 **Reason + Science** task, assisted by the ship's **Sensors + Science**, shows the wreckage belongs to an old Klingon ship that predates even the aging D7 battle cruisers. Sensors find no life signs among the debris and show that part of the wreckage is slightly out of phase with surrounding space. An Obtain Information Momentum spend indicates the wreckage is much better preserved than the age of the vessel would suggest, as if the wreckage passed through the temporal anomaly and traveled into the future.

At any point during this initial scene, the player characters may wish to search the ship's computer database to learn more about Glorithar, the oracle of Bar'Koth Reach. Her

name and reputation as a wise sage have spread throughout the Empire. It does not require a task for any of the player characters to recall that she is widely believed to have been an accomplished warrior who devoted her life to quiet contemplation and solitude on her asteroid outpost. Searching the ship's computer is a Difficulty 0 task, which the player characters can attempt by using **Reason + Command**, assisted by the ship's **Computers + Command**, to call up details contained in the Empire's archives. Such a search reveals the following information:

Glorithar's brother, Kel'Dragh, was the heir of a powerful Klingon House. Glorithar and Kel'Dragh worked together to assemble a powerful fleet of ships commanded by a team of veteran Klingon warriors. It was widely expected that Kel'Dragh, backed by his fleet, would ascend to the chancellorship, with Glorithar as his main advisor. However, dissent among Kel'Dragh's generals led to an insurrection that claimed Kel'Dragh's life. Glorithar fought and defeated the rebellious generals and likely could have pressed on to claim more territory. Instead, heartbroken by the loss of her brother, she remained on her outpost in the Bar'Koth Reach. She is now considered among the wisest oracles in the history of the Empire.

Gamemaster Note: *The official historical record contained in the Empire's archives misses a few critical details, which the player characters may discover in the course of this scenario. For the full story, see the sidebar titled* The Story of Glorithar, Oracle of Bar'Koth Reach.

Scene 2: The Outpost

Glorithar's outpost awaits at the heart of the Bar'Koth Reach. Once the player characters successfully pilot their bird-of-prey into the vicinity of the outpost, they see an aging but sturdy artificial structure built directly into a large asteroid. Klingon engineers hollowed out much of the asteroid's core to make room for the structure, which was constructed from the inside of the asteroid outward. Several structures, including communications towers and docking ports, protrude outward from the asteroid's surface. Player characters who look closely can spot several domes on the surface of the asteroid that house hydroponics gardens.

The player characters can scan the outpost with sensors. This is a Difficulty 2 task using **Reason + Science**, assisted by the ship's **Sensors + Science**, unless they've found a way to filter out the chroniton interference. A successful sensor scan shows the outpost runs on a fusion generator, which is currently powering life support, artificial gravity, and minimal defense screens that keep large asteroids from colliding with the outpost but probably wouldn't last long against a disruptor barrage.

The player characters can gain access to the outpost by beaming into one of the hydroponics domes or by docking their bird-of-prey to the outpost. Beaming aboard requires a Difficulty 2 **Reason + Science** task, assisted by the ship's **Sensors + Science** to calibrate the transporter to

The Story of Glorithar, Oracle of Bar'Koth Reach

Glorithar was born to an influential Klingon house roughly one hundred years ago. She and her brother, Kel'Dragh, commanded a powerful fleet from a remote outpost they built in Bar'Koth Reach, an easily defensible asteroid field. Glorithar and Kel'Dragh planned to spring a surprise attack on several rival Houses and install Kel'Dragh as chancellor. However, on the eve of the surprise attack, Glorithar discovered Kel'Dragh's secret plan to battle not only the leaders of the rival Houses but many neutral Houses. Worse, he'd made secret plans to execute entire families, including children and noncombatants, that he considered threats.

Glorithar tried to convince Kel'Dragh that his plan was cruel and unwise, but her brother would not back down. With no other choice, Glorithar put the glory of the Empire ahead of her own family and challenged Kel'Dragh to single combat. She slew him with her *bat'leth* to stop him from unleashing his plan. She brought her brother's head before the commanders of her fleet, and some, led by General Gruth, remained loyal to Kel'Dragh and swore to take revenge on Glorithar. She lured Gruth and some of his lieutenants into the core of her outpost and overloaded a chroniton generator that removed her foes from the timestream in the blink of an eye. She then turned the chronitons outward, targeting the ships of the generals who were still loyal to Kel'Dragh. Glorithar then led a handful of ships against the rebellious commanders in a starship battle that raged throughout the Bar'Koth Reach for two days. Glorithar's outnumbered forces claimed victory despite long odds because the chroniton particles disabled the sensors of enemy ships and created a series of temporal displacement waves that confused her enemies. Glorithar emerged victorious, leaving the wreckage of her foe's starships smoldering and sparking among the asteroids. Glorithar ordered her remaining commanders to leave her and abandon Bar'Koth Reach forever. Heartbroken and alone, Glorithar turned inward, devoting her life to meditation and study of ancient Klingon texts.

Her reputation as a wise oracle spread throughout the Empire, and numerous Klingon warriors have risked their lives and ships by attempting to navigate the temporal anomalies that remain in the asteroid field to listen to her teaching. Receiving the blessing of the Oracle of Bar'Koth Reach has become a high mark of honor for ambitious Klingon warriors who wish to increase their prestige and influence.

compensate for the chroniton interference. A failed roll means the player characters materialize about five meters above the deck of the intended beam-down location, causing each character to take 3 damage when they fall to the ground. Docking the ship requires a Difficulty 2 **Control + Conn** task, assisted by the ship's **Engines + Conn**. A failed roll means chronitons confused the ship's lateral sensors and the ship lurched into the outpost, causing 5 damage to the bird-of-prey.

Once the player characters gain entrance to the outpost, the gamemaster should read or paraphrase the following:

> *The atmosphere inside the outpost tastes stale, and dust covers many of the surfaces. Dim red light provides spotty illumination, and shadows cloak the rooms and corridors. You hear only the rattling of the aging life support system and your boots thudding against the bare metal of the deck plates.*

Player characters who scan the interior of the outpost must complete a Difficulty 2 **Reason + Science** task. Successful scans reveal that the chronitons throughout the facility are decaying, and the temporal interference is weakening.

After a few minutes of exploring the outpost, a temporal anomaly flares up in the immediate vicinity of the player characters. A bright strobing light flashes before their eyes and a humanoid figure appears in the center of the anomaly. After a moment, the strobing effect disappears, along with the figure. Player characters who successfully make a Difficulty 2 **Insight + Command** task are able to discern that the figure who disappeared in the temporal anomaly looked like a Klingon warrior.

Gamemaster Note: *This encounter foreshadows the climax of this scenario, in which several Klingon warriors who were frozen in time by Glorithar's chroniton generator return to the normal timestream. The chronitons in the Bar'Koth Reach are finally decaying decades after the battle. The temporal anomalies that swept up many of the ships and warriors who fought in the battle are fading away. Gamemasters can repeat this encounter throughout this scene if the action slows down.*

The player characters will have to make their way toward the core of the outpost, where Glorithar has set up her temple and spends virtually all of her time. Before they can enter the temple, however, the player characters encounter a large chamber filled with scientific equipment that isn't immediately recognizable. If the player characters examine the technology and successfully complete a Difficulty 3 **Reason + Engineering** task, they conclude this equipment could be used to generate chronitons and distribute them throughout local space. Utilizing the Additional Information Momentum spend allows them to deduce that the equipment has been powered down for decades and is in such a state of disrepair that it would be impossible to bring the equipment back online without additional parts.

This device was originally constructed under orders from Glorithar and Kel'Dragh, which they used to keep hostile forces from finding their outpost. Glorithar overloaded the device during the battle with the forces loyal to her brother to wipe many of her foes from the timestream.

Once the player characters have had a few minutes to examine the equipment, they hear fierce growls and the frantic pounding of hooves charging in their direction. A pack of six targs, sentries bred by Glorithar, defends her temple and attack anyone who tries to gain access. If the player characters successfully dispatch Glorithar's guard *targs*, they can enter the central chamber of the outpost, which Glorithar has converted into a temple.

Trained Targs [Minor]

Glorithar keeps packs of trained *targs* as her only companions aboard the outpost. Some of the beasts roam the corridors and act as sentries to test the combat prowess of any who seek Glorithar's wisdom. She keeps her favorite *targs* within the temple and treats them as pets.

TRAIT: Targ

Attributes

CONTROL 05	FITNESS 11	PRESENCE 08
DARING 10	INSIGHT 05	REASON 03

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN –	ENGINEERING –	MEDICINE –

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Tusks (Melee, 4 Knockdown, Size 1H)
- Bite (Melee, 4 Vicious 1, Size 1H, Cumbersome)

SPECIAL RULES:

- **Boar Rush:** The *targ* charges at the character, attempting to knock them to the ground. As a task, the *targ* moves to within reach of an enemy within long range and makes a melee attack with its tusks.

Scene 3: Glorithar's Temple

The gamemaster should read or paraphrase the following to the players when they enter the temple:

The smell of burning incense hangs heavy in the air at the heart of the outpost. Banners emblazoned with ancient Klingon symbols cover the walls, and candles flicker amid the gloom, faintly illuminating a pair of dozing targs held in place by heavy leashes in a corner of the room. The bent form of an elderly Klingon woman sits silently in the center of the temple. A bat'leth and mek'leth, both finely crafted, rest near her feet. She appears to be in deep meditation, her shoulders rising and falling slowly with her breathing. She makes no other movement.

The old woman is Glorithar, the sage whose blessing the player characters seek. She's aware that the player characters have entered her temple, but she will not speak to them until they approach and address her. If they speak to her, Glorithar slowly opens her eyes and speaks in a raspy voice.

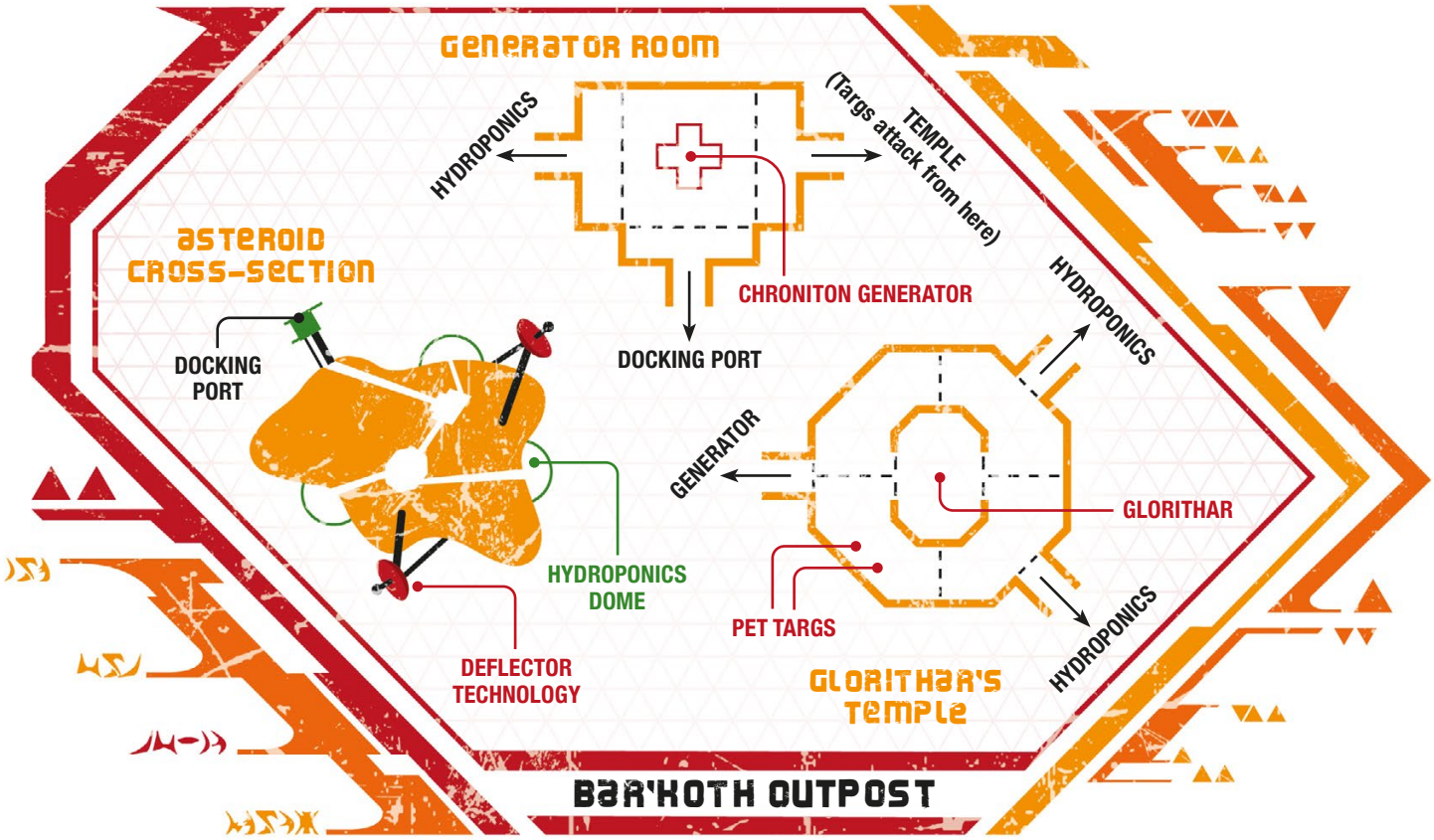
"The temporal anomalies in the asteroid field tested your wits, and my targs tested your mettle," she tells the player characters. "And you have proven yourselves worthy. Welcome to my temple. Yet you will be the last to receive the blessing of Glorithar, the oracle of the Bar'Koth Reach, for my song is nearly complete. Why have you come to see me?"

If the player characters ask Glorithar for advice on the attainment of glory, she stresses the importance of sacrifice for the good of the Empire. She says the Empire's greatest threat always originates from within, pointing to treachery and mistrust among the Empire's great Houses as more corrosive than anything done by the Romulans or other rival powers.

If asked for her blessing, she grants it but tells the player characters that her blessing soon will be worthless. At this point, she tells the player characters the full story that led her to kill her own brother in single combat with the *bat'leth* she still carries. The gamemaster can relate any of the material contained in the *Story of Glorithar, Oracle of Bar'Koth Reach* sidebar from earlier in this scenario to the players.

Cunning use of the chroniton generator gave her the advantage she needed to overcome her foes. Now, however, the chronitons that sustain the temporal anomalies are decaying. The warriors who were wiped from the timestream will return to normal space and time at any moment.
"I suspect," she tells the player characters with resignation, "they will want their vengeance. I am too old to fight them and too old to run from them. So I wait."

Moments later, a temporal anomaly ripples open in the temple and deposits General Gruth and five time-displaced warriors



Time-Displaced Warrior [Minor]

These Klingon warriors were forced from the timestream by Glorithar's chroniton generator decades ago, but the chronitons have dissipated, allowing them to return to normal space and time.

TRAIT: Klingon

Attributes

CONTROL 08	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 07	REASON 07

Disciplines

COMMAND –	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

STRESS: 11 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* dagger (Melee, 3, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5, Vicious 1, Size 1H)

SPECIAL RULES:

- ***Brak'lul*:** A time-displaced warrior's Resistance is increased by 2 against non-lethal attacks. In addition, whenever they are the target of a First Aid task, they reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When a time-displaced warrior attempts a melee attack, and purchases one or more additional dice with Threat, the time-displaced warrior may re-roll any number of d20s.

Glorithar [Major]

Glorithar has devoted her life to solitary contemplation and meditation, granting audiences only to those Klingons who prove themselves worthy of braving the hazards of the Bar'Koth Reach and her targ sentries. She knows the chronitons in the region are fading and that her enemies likely will soon reappear in normal space and time. She views the coming battle with resignation and even some relief.

TRAITS: Klingon, Elder, Oracle

VALUES:

- The Glory of the Empire Is More Important than the Glory of the Warrior
- My Enemies Will Someday Return to Normal Space and Time; I Will Not Retreat from Them
- Speak No Unnecessary Words
- My Song Nears Its End

Attributes

CONTROL 08	FITNESS 10	PRESENCE 11
DARING 11	INSIGHT 10	REASON 09

Disciplines

COMMAND 04	SECURITY 05	SCIENCE 02
CONN 03	ENGINEERING 01	MEDICINE 01

FOCUSES: Bladed Weapons, Klingon Philosophy, Klingon Spirituality, Meditation

STRESS: 15 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 6, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* dagger (Melee, 6, Vicious 1, Size 1H, Deadly, Hidden 1)
- *Mek'leth* sword (Melee, 7, Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee 8, Vicious 1, Size 2H)

SPECIAL RULES:

- ***Brak'lul*:** Glorithar's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, she reduces the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When Glorithar attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.
- **Bat'leth Proficiency:** Glorithar wields the same *bat'leth* she used to defeat her brother in single combat. Whenever Glorithar attempts an attack with her *bat'leth*, she gains one bonus d20.
- **Song of Glory:** Any time Glorithar assists an ally in a combat-related task, she sings a traditional Klingon war song that inspires her, allowing her to re-roll her d20.
- **Klingon Lore Familiarity:** Any time Glorithar attempts a task to recall information about a Klingon legend from memory, the Difficulty for the task is reduced by 1.

General Gruth [Notable]

Loyal to Glorithar's brother, Kel'Dragh, when General Gruth learned of Kel'Dragh's death, he swore vengeance on Glorithar. Glorithar lured him into the central chamber of her outpost and used her chroniton generator to sweep him and his warriors out of the timestream. Now, he's returned to normal space and time and seeks to fulfill his vow of revenge.

TRAIT: Klingon

VALUE: I Have Sworn to Avenge the Death of Kel'Dragh by Slaying Glorithar

Attributes

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 07	REASON 08

Disciplines

COMMAND 02	SECURITY 03	SCIENCE –
CONN 02	ENGINEERING 01	MEDICINE 01

FOCUSES: Bladed Weapons, Fleet Combat

STRESS: 12 **RESISTANCE:** 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Size 1H, Non-lethal)
- *D'k tahg* dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee 6, Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 6, Vicious 1, Size 1H)

SPECIAL RULES:

- **Brak'lul:** Gruth's Resistance is increased by 2 against non-lethal attacks. In addition, whenever he is the target of a First Aid task, he reduces the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When Gruth attempts a melee attack, and purchases one or more additional dice with Threat, he may re-roll any number of d20s.
- **Vengeance Bound:** Whenever Gruth attempts an attack against Glorithar with a bladed weapon, he gains one bonus d20.

Continuing Voyages...

Gamemasters and players who wish to continue their characters' adventures following the events of *"The Oracle of Bar'Koth Reach"* can use any of the adventure seeds from *Chapter 9.20*, material from the Living Campaign available online, or may choose to pick up the ***Shackleton Expanse Campaign Setting***. Modiphius also offers a selection of Klingon-themed standalone adventures in electronic format on www.modiphius.net with which to continue the story of your valiant warriors!

into the room. They act disoriented at first but quickly gain their bearings. Gruth glares at Glorithar, recognizing her despite her aged appearance and bellows: "I don't know what deception you've attempted, traitor, but you will die for your crimes."

Glorithar lifts her *bat'leth* and replies, "Let's finish this."

This leaves the player characters with a choice. They can decide to leave Glorithar to her fate, in which case Gruth and his bloodthirsty warriors enact their vengeance. However, the player characters can also choose to fight alongside Glorithar. This will be a bloody and glorious battle to the death. Neither Gruth nor Glorithar will give up the fight until their dying breath, nor will either one show mercy to their foes. Player characters can spend their turn unleashing the two sleeping *targs*, who are Glorithar's cherished pets. Freeing a single *targ* is a Difficulty 0 task, requiring a character to either remove the beast's collar or cut through its leash. The beasts will join the fray and fight to the death in defense of their master.

This fight is intended to be the climax of the scenario, as skilled warriors battle to prove themselves victorious in a decades-old grudge. The player characters can choose to fight with disruptors, but their foes will taunt them and question their courage, choosing instead to fight with blades. The temple encompasses a small area and constitutes only a single zone, further encouraging the player characters to fight with melee weapons in close quarters. Gamemasters can spend Threat to cause additional time-displaced warriors to emerge from temporal anomalies. In this case, the number of warriors costs an equivalent number of Threat.

Conclusion

No matter how the fight between Glorithar and Gruth ends, the player characters will be the last Klingons to seek the blessing of the oracle of Bar'Koth Reach. If Glorithar falls in battle, her last words are, "Kel'Dragh, today I join you in Sto-Vo-Kor."

If, however, she survives the battle with Gruth, she tells the player characters they have earned her gratitude. "Even greater glory awaits you in the Shackleton Expanse," she tells the player characters. "Go, and bring honor to the Empire."

She then explains that, with Gruth's death, her story has reached its end. She offers the most worthy player character her *bat'leth* (gamemaster choice or poll the players) and climbs aboard a small shuttlecraft and launches into space, where she plans to spend her final days meditating, never to be heard from again.

Once the characters watch her shuttle depart, they can beam back to their bird-of-prey and set course for their next glorious adventure. Gamemasters planning to take their campaign to a location other than the Shackleton Expanse can substitute their location of choice.

APPENDIX

KLINGON LANGUAGE PRIMER

QO'MEY POSMOH HOL ("LANGUAGE OPENS WORLDS")
– MOTTO OF THE KLINGON LANGUAGE INSTITUTE

EARLY CONFUSION

First contact is hard, figuring out if that new alien is saying "take me to your leader" or "I will gut you like a trout." And even subsequent interactions with new languages may lead to mistakes and false assumptions. What do we know about the person we're depending on to acquire the basics for our language database? Are they competent? Is their vocabulary strong or even representative of the larger society? Are they speaking a dialect?

All of these problems came up in our early understanding of Klingon. The initial reports coming out of Broken Bow, Oklahoma described Klingon as having "80 poly-guttural dialects constructed on an adaptive syntax." Which in turn may be responsible for Starfleet putting too much emphasis on understanding whatever dialect was spoken by that one individual, rather than holding out for access to a more "official" version of the language, as spoken by government officials or imperial representatives.

Even after experts began to learn more about the language, their reports were poorly understood by nonlinguists. We see this in the fact that for many years, Starfleet personnel did not realize that Klingon possesses a "glottal stop." In case you are unaware – as was the case for so many – a glottal stop is a brief cessation of air and can occur between other speech sounds. Two examples in English reveal we actually use this ourselves. It's the brief pause between syllables in expressions like "uh uh" or "uh oh." There are many terrestrial languages that use the glottal stop and it is typically represented with a single apostrophe. Klingon uses it with the same regularity as any other letter of their alphabet.

Unfortunately, in attempting to understand this aspect of Klingon phonology, these same nonlinguists began throwing in apostrophes left and right in ways that make no sense and produce sound combinations that simply could not be Klingon words. They might be close, but that just perpetuated their use.

A few examples include:

brak'lul	**Hegh'bat**	**D'Har**
Fek'lhr	**Mek'ba**	**R'uustai**

This situation greatly improved around the time of the creation of the Genesis Planet (circa stardate 8227.6) at which time a Klingon officer was acquired by the Federation and apparently held for years in a detention facility on Earth where he received regular visits from a linguist. The reports from those encounters led to our first real understanding of the language and resulted in an explosion of scholarship and insight, including several popular books and the creation of academies and institutes dedicated to the language.

We now know that it is not enough to speak of **tlhIngan Hol** "Klingon language" but rather that this term refers to the standard dialect, or **ta' Hol** "the Emperor's language," which is the preferred version spoken in the **veng wa'DIch**, the First City, on **Qo'noS**, and thus by default is the "official" version.

Traditionally, the two main enemies of language comprehension are time and distance, and even with the advances made in the speed of interstellar communications, an empire as vast as the Klingons' has resulted in linguistic diversity. Even on the homeworld, some regions have held onto their own unique ways of speaking. The major and documented dialects include the **Qotmagh** (*Krotmag*) dialect, the **taq'ev** (*Tak'ev*) dialect, and most especially the mo'rISqa' (Morska) dialect. This last one is especially popular for speakers of Federation Standard because many of the more difficult sounds heard in **ta' Hol** are much closer to familiar Federation Standard sounds in the *Morskan* dialect.

And finally, while it may not often come up, Klingons do acknowledge linguistic change, lumping together all previous forms as **no' Hol**, "ancestors' language."

Speech Sounds

While many of the sounds in the Klingon language are the same (or sufficiently similar) as the sounds of Federation Standard, more than a few are not. A detailed explanation of them is beyond the scope of this piece. That said, as a general rule, it is not uncommon to find you are having to clear your throat and even spit in the course of speaking the language. This is not a bad thing, and shows your commitment to proper pronunciation. While your fellow conversant may not appreciate being spat upon, if you speak forcefully and with conviction you will earn their respect.

Parts of Speech

Klingon keeps things simple. There are only three kinds of words: nouns (**DIpmey**), verbs, (**wotmey**), and everything else (**chuvmey** – literally "leftovers"). Many languages – English among them – place an emphasis on nouns. We like to talk about things. People, places, and things. **tlhIngan Hol**, on the other hand, focuses on verbs. These generally take two forms: verbs of action and verbs of state. The former are pretty clear, verbs that describe something you do (e.g., **tlhutlh** "drink"). The latter is as close as the language comes to having adjectives and adverbs (e.g., **chech**, "be drunk").

Beyond nouns and verbs, anything you want to say will be expressed using **chuvmey**. This will include simple words such as "yes" and "no," conjunctions ("and," "but"), time stamps ("soon," "sometimes"), and assorted other words that serve to modify the entire sentence (e.g., **batlhHa'** "dishonorably").

Word Order

A typical Klingon sentence contains a subject, an object, and a verb, much like your average sentence in Federation Standard. The key difference is that the latter language generally orders these elements as S-V-O. Klingon uses O-V-S instead. One way to look at this is that every Klingon sentence is like a murder mystery: First we find out who's lying dead on the floor (object), then we found out how they died (verb), and lastly we learn who killed them (subject).

Suffixes and Prefixes

Klingon is an "agglutinative" language, which means it allows the construction of new words by stringing together meaningful elements. Nouns and verbs can both expand with complex and subtle shades of meaning by the addition of suffixes to the root word. There are five types of noun suffixes, and each type offers multiple options that include pluralization, possession, qualification, and even grammatical relations. Klingon verbs can sample from nine suffix types, with a tenth type that follows some different rules for their placement. These types cover everything from volition, change, capability, respect, negation, and much more.

Verbs also can take a prefix, which reveals who and how many make up the subject, and likewise for the object (if the verb takes an object). This extends the economy of the language. Consider the simple verb **HoH** "kill." A prefix turns it into a full sentence:

jIHoH	**choHoH**	**SaHoH**	**wIHoH**	**nIHoH**
"I kill"	"you kill me"	"I kill you all"	"we kill it"	"they kill you"

Technically, a noun or verb can have as many additional elements tacked on the end as there are types (one from each, arrayed in the proper order), but, in reality, Klingons don't talk like that. It's arguably quite economical to pack that much meaning into a single word, but it's just not practical to say something like:

maHoHchuqbe'rupchoHmoHba'taH'a'
"as we're obviously not ready to begin to cause to continuously kill one another"

More commonly, Klingons will use two or three suffixes to focus on the most important points to be conveyed, for example:

muHoHqa'laH
"he can kill me again"

Aspect vs. Tense

Speakers of Federation Standard often experience confusion when told that Klingon doesn't have tense. We're used to being able to talk about things in the future or the past. Klingon will still let you do this, but not by using tense. And there's no shortage of Earth-native languages that work the same way. Instead of tense, Klingon marks its verbs using a grammatical feature called **aspect**. Aspect doesn't tell you when an action took place or when it might or could have taken place (let's not forget fun tenses like imperfect and conditional). Instead the focus is on whether the action was completed.

This idea follows naturally from the Klingon emphasis on verbs rather than nouns. Culturally, as well as linguistically, the main idea isn't on the thing that is/was/will act, but rather on whether or not you actually did it. Not surprisingly, Klingon indicates aspect using a set of verb suffixes (type 7), and even goes so far as to distinguish not just if an action was completed, but also if it was intentional. It's a subtle thing, but consider the difference between:

vIHoHpu' **vIHoHta'**

Both of these translate as "I killed him" but the aspect suffix **–pu'** only tells us that the action is complete. The use of **–ta'** takes us a step further and indicates not only completion, but that it's something I did deliberately.

Grammatical Taboos

All cultures and languages have their taboos, things you don't do or say, and Klingon is no exception. Chief among these is the use of one of the type 2 verb suffixes, **-vIp** "be afraid." It's perfectly fine to say something like **choHoHvIp** "you are afraid to kill me," but no Klingon speaker should ever speak in the first person (I / we) when **-vIp** is attached to the verb. There is no honor in admitting to being afraid, of anything.

This is a good place to talk about one of the more interesting parts of Klingon compared to many Human languages. It's inclusive. It uses the same word for personal pronouns regardless of the sex of the person involved. Klingons avoided that particular political correctness debate and got it right from the beginning. However, the language does draw a line distinguishing those individuals that possess language, and those that do not. This shows up in a couple different places, but it's worth mentioning here because some of the possessive noun suffixes (type 4) make use of this distinction.

SoSIl' **SoSIlj**

Both of the above mean "your mother" (where "your" is singular, that is, one person's mother) but the one using the **–Il'** suffix, indicating that Mom is capable of speaking. The other uses **–Ilj**, which is the same suffix you might use to describe a *targ*, a *bat'leth*, or a tankard of bloodwine. There's a similar dichotomy for the plural form of "your" which is **–ra'** / **–raj**, and for both "my" (**–wI'** / **–wIj**) and "our" (**–ma'** / **–maj**).

The point of all this is that you don't want to mistakenly refer to someone else using a suffix that implies they can't speak. It's a subtle insult, but a powerful one.

Orthography

When reading Klingon you have two possibilities. You're either reading the language in its native script (called the **pIqaD**) which looks like someone decided to use porkchop bones as moveable type, or more commonly you're reading a romanization. In the latter case, it's important to remember that some of the sounds of Klingon that don't fit English have been mapped onto letters that don't necessarily represent the sound you associate with those characters. To help remind you of that, certain letters in Klingon are always rendered in uppercase. These include: D, H, I, Q, and S.

But it's not that simple. While Klingon has a twenty-six letter alphabet, the mapping onto English is not one-to-one. For example, the sounds of /ch/ and /gh/ may be written as two letters in the Klingon romanization – "ch" and "gh" – but each represents just one sound. And note that in such instances the "h" is part of a pair and so gets written in lower case.

This can all get very confusing, so also keep in mind that all Klingon writing systems lack a standalone "g" and has no "f" or "k" or "x" or "z." However, there is a "ng" a "tlh" and of course the aforementioned glottal stop "'" just to keep you on your toes.

And one more trick for you: Klingon has two very different sounds that it represents with the letter "q," and so uses capitalization to distinguish them. This can create all kinds of havoc if you forget this distinction and mix them up.

Qu'	**qu'**
duty *or* quest *or* mission	"be fierce"

Before moving on, it's worth noting that many in the Federation use and even write the occasional Klingon word, not as it would be rendered in **tlhIngan Hol**, but instead reflecting their untrained ear and attempt to transcribe it (often as not with gratuitous apostrophes). A few well-known examples will illustrate this point:

betleH	**qagh**	**Qo'noS**
bat'leth	*gagh*	*Kronos*

Politeness

The Klingon language lacks it. All the social niceties and verbal lubrication that allow other races to converse without coming to blows are absent in Klingon (but see Proverbs below). Klingons do not use or quite understand the point of friendly greetings. There isn't even a word for "please."

Keep this in mind when experiencing something as simple as asking someone to pass you the salt shaker at dinner. Klingons don't ask, they demand. From this perspective, the closest thing to "please" in Klingon might be the word "now":

DaH HInob
"Give it to me now!"

That said, one of the Klingon verb suffix types, (type 8, **–neS**) is used to denote deference to a superior. This is less about politeness and more about giving respect and honor to one who is due it.

Aphorisms

The many worlds of the Klingon Empire are bound together, in part, by a common culture, which in turn is expressed by a shared history of maxims, adages, epigraphs, and similar aphorisms. These provide a quick glimpse of the Klingon heart, what endures, and what is commonly understood.

Proverbs

Replacement Proverbs

Two aspects of Klingon behavior have resulted in highly specialized expressions. The first of these, known as replacement proverbs, are face-saving statements known to every Klingon. They are used when a faux pas has occurred and allow everyone to put the incident behind them without

any further comment or action. The existence of replacement proverbs also reduces the need to defend one's honor when accidentally sloshing another bar patron's mug of bloodwine or similar minor infractions. Here are a couple of examples:

HIvqa' veqlargh	**jagh yIbuStaH**
"The Fek'lhr strikes again"	"Concentrate on the enemy!"

SECRECY PROVERBS

It has been observed that the Empire runs on honor. A Klingon's word must be their bond, and being able to keep a secret is the cornerstone of any promise. A ritualized set of oaths have emerged called secrecy proverbs. These are well established (i.e., don't attempt to generate your own on the fly) and may sound incongruous or out of context, but you can expect to hear one when confidentiality is required. A few examples:

jIjatlhpa' jatlh Hovmey
"The stars will speak before I do"

'Iw HIq yap tu'lu'be'
"There is not enough bloodwine"

CURSING

Remember that Klingons are passionate in all things, and that includes their language. It's not uncommon to see some invective thrown in to spice things up and indicate that the speaker is emotionally engaged in the topic. A few examples go a long way:

ghay'cha' **va** **jay'**

Both **ghay'cha'** and va are general invectives, and you might hear a Klingon mutter them to express annoyance or displeasure. While also an invective, **jay'** is typically used as part of a larger sentence, intensifying it. Unlike most chuvmey, you would add **jay'** at the end of the sentence.

This is distinct from expletives, which while they too usually occur alone, carry much more force:

ghuy'cha' **QI'yaH** **Qu'vatlh** **wejputlh**

Don't mistake **ghuy'cha'** for its weaker cousin, the invective **ghay'cha'**, as this is a much more forceful – as well as more common – bit of cursing. But **QI'yaH** is even stronger! And while a clear translation is not known, it is often overheard in situations where there is cause for disgust or revulsion. Whereas **Qu'vatlh**, while perhaps equally strong, is more likely to be in encountered in angrier situations. Finally, **wejputlh** is a more subtle expletive, and one whose meaning is well known. It translates as "charming" and carries a heavy connotation of irony when used.

Last, let us speak of the popular Klingon pastime known as **mu'qaD veS** "curse warfare." This can be something as simple as name calling (epithets) or as elaborate as a detailed description of some failing – hypothetical or real – of one's opponent. Let's start with epithets. Here are a few of the better-known ones. Any of these could be used as a simple insult, or as the opening salvo in a round of curse warfare:

Ha'DIbaH	**petaQ**	**qoH**	**taHqeq**
Qovpatlh	**toDSaH**	**tu'HomIraH**	**veQ**

But that's just to get things rolling. From there, proper curse warfare requires more than just name calling. Here are some classic examples:

Hab SoSll' Quch
"Your mother has a smooth forehead"

Dejpu'bogh Hov rur qabllj
"Your face looks like a collapsed star"

The next stage requires some flair, imagination, and daring. Feel free to riff on your opponent's appearance or physical attributes. Or if you like, attack their behavior and life choices. Nothing is off limits, not friend and relatives, or even superiors or lovers. Dare to be inventive:

yIH rur rojllj
"Your beard resembles a tribble"

reH 'awje' DatlhutIh
"You always drink root beer"

nIm maS HoDll'
"Your captain prefers milk"

plj yuchwlj laj bangll'
"Your beloved often accepts my chocolate."

SUMMATION

No language or culture can be fully explored in such a short space, but we believe the preceding provides significant insight into Klingon communication, social interactions, and perhaps most importantly, the Klingon heart. Knowledge is power. Use it well.

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NAME
HOUSE
RANK
ROLE
SPECIES
TRAITS

K.D.F. PERSONNEL FILE

ATTRIBUTES

CONTROL | FITNESS | PRESENCE

DARING | INSIGHT | REASON

DISCIPLINES

COMMAND | SECURITY | SCIENCE

CONN | ENGINEERING | MEDICINE

FOCUSES

VALUES

DETERMINATION

STRESS

INJURIES

TALENTS

WEAPONS

NAME/TYPE

QUALITIES

NAME/TYPE

QUALITIES

NAME/TYPE

QUALITIES

OTHER EQUIPMENT

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NAME

K.D.F. Personnel File Page 2

Lifepath

Environment

Career Events

Caste

Career

House Information

INFLUENCE | MIGHT | WEALTH

Status

Notable House History

Legacy

Temperament

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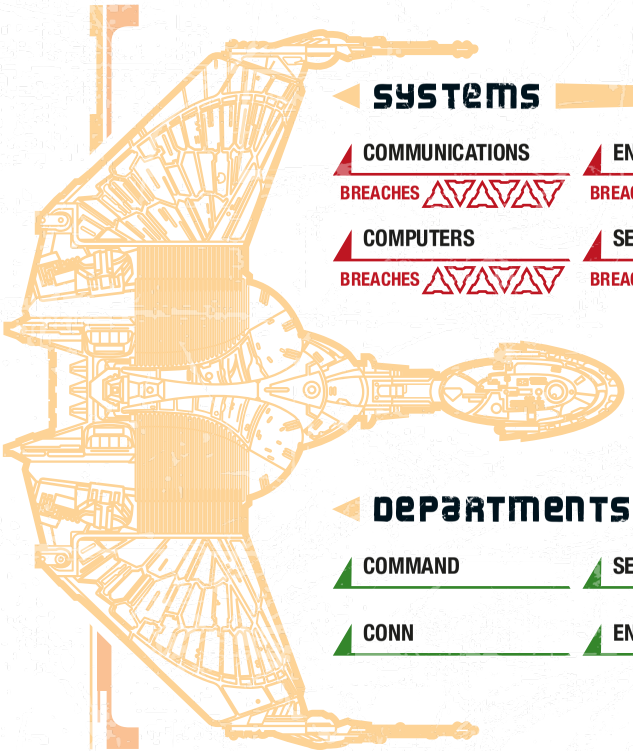
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TRAITS

SPACE FRAME

REFITS

WARSHIP REGISTRY ENTRY



SYSTEMS

COMMUNICATIONS
BREACHES

ENGINES
BREACHES

STRUCTURE
BREACHES

COMPUTERS
BREACHES

SENSORS
BREACHES

WEAPONS
BREACHES

SCALE

DEPARTMENTS

COMMAND

SECURITY

SCIENCE

CONN

ENGINEERING

MEDICINE

TALENTS

POWER
TOTAL

CREW SUPPORT
TOTAL

SHIELDS

WEAPONS

NAME/TYPE
QUALITIES

NAME/TYPE
QUALITIES

NAME/TYPE
QUALITIES

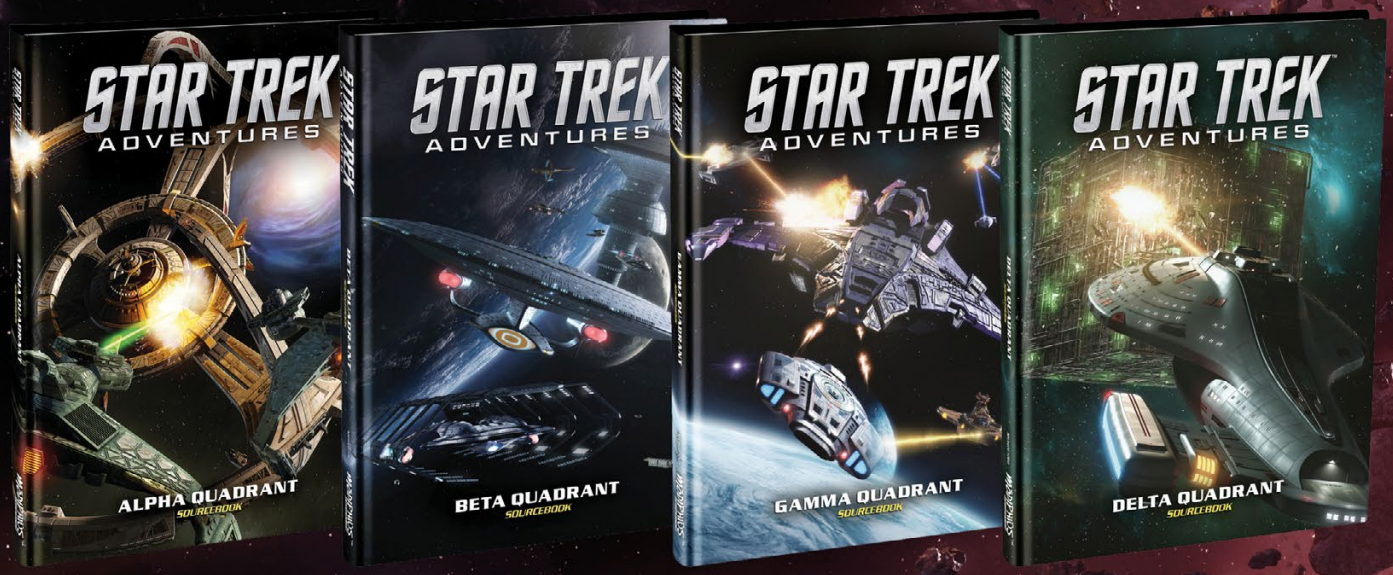
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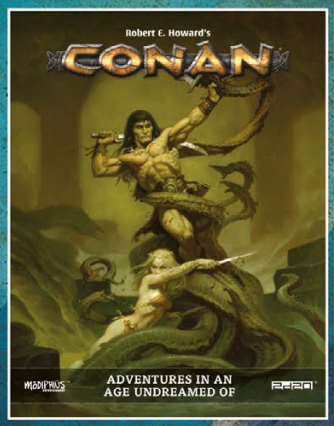
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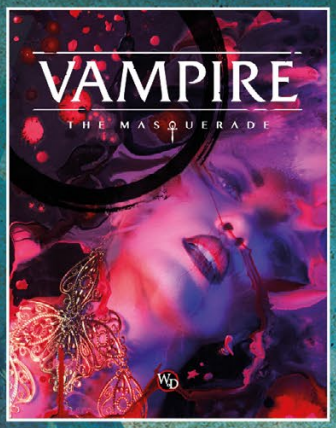
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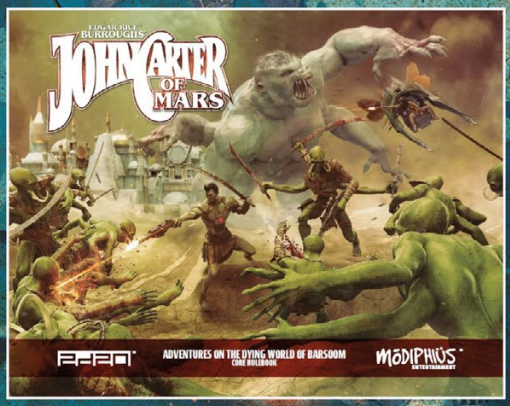






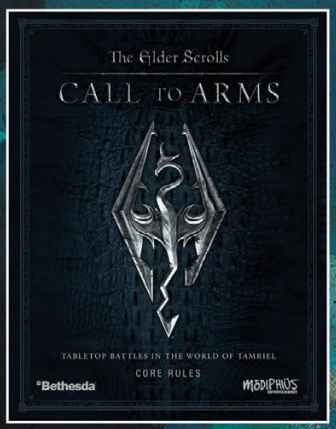




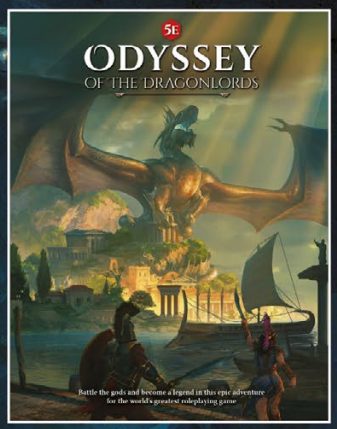








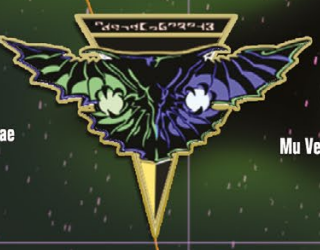




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Mu Virginis
Epsilon Phoenicis
1 Centauri
Nu Octantis
ROMII
Pi Piscis Australis
EARTH OUTPOSTS
Alpha Circini
HAAKONA
SAURIA (Psi Serpentis)
+ Site of Enterprise Incident (2268)
Tau Piscis Australis
Gamma Tucanae
Iota Centauri
Delta Hydri
Eden (Vorta Vor, Qui'Tu)
TERIX
Eta Crucis
Iota Hydri
HEZE (Zeta Virginis)
Zeta Trianguli Australis
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ACHERNAR (Alpha Eridani)
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DRAKEN
RATOR
Wolf 359
Van Maanen's Star
KAFERIA (Tau Ceti)
ROMEO OUTPOSTS
BARRADAS
Gamma Doradus
Psi Velorum
p Eridani
AXANAR (Epsilon Eridani)
SIRIUS (Alpha Canis Majoris)
CHERON (83 Leonis)
DEVORA
TAUGUS (Gamma Equulei)
ANDORIA (Procyon, Alpha Canis Minoris)
QUALOR
Algeron
LORACUS (61 Ursae Majoris)
ALDUS PRIME (Ross 614)
GALORNDON CORE
Beta Pictoris
Alpha Onias
VULCAN (40 Eridani A)
Echo 1
ARGELIUS (Iota Leonis)
J'RAL (supernova remnant)
P'JEM (Luyten's Star)
UNROTH
Delta Leonis
Alpha Fornacis
QUEBEC OUTPOSTS
Miridian
Epsilon Sculptoris
ROMULAN
AKAALI
LORILLIA (Gamma Leporis)
STARBASE 23
47 Ursae Majoris
Tau 1 Eridani
HYRALAN (Alpha Caeli)
Chi Leonis
NEUTRAL ZON
ORION (Pi 3 Orionis)
DENEVA (Kappa Fornacis)
MAB-BU
STARBASE 12 (Gamma 400)
Iota Eridani
JOURET (New Providence)
Echo 2
11 Leonis Minoris
VALAKIS
PAULSON NEBULA
CELES (Tau Hydrae)
Chi Ceti A
Echo 3
CORIDAN (Chi 1 Orionis)
BETA RIGEL
STARBASE 157
CARRAYA
Rho Puppis
Theta Ursae Majoris
POLLUX (Beta Geminorum)
NAUSICAA
ACAMAR (Theta Eridani)
STARBASE 234
TESNIA
ADELPHOUS
JAPORI (Beta Caeli)
MALURIA (Epsilon Fornacis)
REGULUS (Alpha Leonis)
BAROLIA (Wazn, Beta Columbae)
Sigma Ceti
39 Leonis
10
TOROTH
TELLUN (Elas, Troyius)
SULIBAN HELIX
STARBASE 343
AZURE NEBULA
Zeta Fornacis
YRIDIA
MANZAR (Mazar)
18 Poppis
BETA THORID
EVORA
RISA (Epsilon Ceti)
81 Cancri
HROMI CLUSTER
Suliban
STARBASE 24
KHITOMER
CASTOR (Alpha Geminorum)
GAMMA HROMI
RAKON (39 Tauri)
BRIAR PATCH
PYRELLIA (Psi Aurigae)
XARANTINE (Zeta Leporis)
BA'KU
ALZIRR (Xi Geminorum)
RAMATIS
KANTARE (37 Geminorum)
GOREN (Delta Geminorum)
ELORA
MORSKA
STARBASE G-6
PREENOS (Rho Geminorum)
TARLAC
S.S. Kobayashi maru lost (2245) +
SON'A
KORVAT (Pi Canis Majoris)
RURA PENTHE
AJILON (Tanandra Bay)
ALDEBARAN (Alpha Tauri)
74 Orionis
BETREKA
NEBULA
Omega Leonis
ARCHANIS
STARBASE 2
DEEP SPACE K-7
DELTA OUTPOSTS
PLANET Q
14 Eridani
DONATU
Praxis
QO'NOS (Kro
NO'MAT (Omicron Leonis)
GORATH (Theta
ZIBAL (Zeta Eridani)
CURSA (Beta Eridani)
GANALDA
BRESTANT (Delta Leporis)
SHERMAN'S PLANET
TANIA BOREALIS (Lambda Ursae Majoris)
AZHA (Eta Eridani)
Beta Leonis Minoris (Beta XIIA)
ARDANA (Rasalas, Mu Leonis)
ORGANIA
AMAR
Lambda Geminorum
GAMMA ERIDON
KLING



Zeta Volantis
Xi Hydrae
Mu Velorum
Alpha Volantis
Beta Volantis
LAN
Mu Horologii
Lambda Crateris
Delta Doradus
EMPIRE
STARBASE 173
Alpha Pictoris
KHAZARA
SHACKLETON
EXPANSE
Eta Antliae
CHALTOK
Iconia
Dinasia
GASKO
Iccobar
TYRELLIA
Dewa
STARBASE 123
ZALDA
D'DERIDEX
Zeta Pictoris
BALDUK
TRANOME SAR
NEQUENCIA
STARBASE 364 NARENDRA STATION
Lambda Hydrae
THE TRIANGLE
KLACH D'KEL BRAKT
AMARGOSA
ROCKHAVEN
NARENDRA
H'ATORIA
ARCHER
PHEBEN
UNITED
FEDERATION
OF PLANETS
STARBASE 105
BETA LANKAL
MEMPA
KOSTOLAIN
K'T'INGA
OUTPOST MZ-5
TESSEN
MOSELINA
STARBASE 117
QU'VAT
HALEE
VALT
B'MOTH
KRIOS
ON EMPIRE
STARBASE 36
IKALIA

TODAY IS A GOOD DAY TO DIE!

"WE DO NOT FIGHT MERELY TO SPILL BLOOD, BUT TO ENRICH THE SPIRIT."
– EMPEROR KAHLESS II

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