

ICON SYSTEM KLINGON BOOK 2

Chapter One: Character Creation

This chapter provides rules for Klingon character creation—a Template for Klingons, plus new Overlays and Background History paths specific to Klingon culture. At the end of this chapter you will also find special rules for Honor, a characteristic unique to Klingons that replaces Courage Points.

Balancing Klingon Characters

For those Narrators who carefully maintain character balance in a series, here's how to build Klingon characters:

Klingon Template (50 Development Points)
Klingon Warrior Overlay (24 Development Points)
House Template (9 Development Points)
Background History
Early Life (5 Development Points)
Tour of Duty/Career (10 Development Points each)

One tour of duty or career yields a character built on only 98 points (versus 128 for a standard beginning Starfleet character, or 110 for the typical civilian); however, because of the nature of Klingon society, characters should take more than one tour of duty or career package from the many provided below. With a total of four tours of duty (the basic one plus three more), a Klingon warrior becomes the equal of a Starfleet character in game terms. With just two, a Klingon character pretty much equals a typical civilian (though he's a much more skilled combatant than your average merchant or rogue).

Narrators who want to adjust character balance can change the number of tours of duty a character can take, provide "bonus" Development Points at certain stages of character creation, or make similar changes based on a character's past experiences growing up, living and working in Klingon society.

Klingon Character Concept

Many stereotype Klingons as simple warriors who live only to fight, and it's easy to play a character like that (assuming you don't mind twiddling your thumbs during scenes which aren't action-oriented). But Klingons do much more than just fight. You can create a Klingon character who's just as richly developed and complex as any Starfleet officer or rogue with a heart of gold. Take some time to think a little bit about your character before you start creating him.

The Three Tiers of Klingon Society

Klingon society has three social "tiers": the nobles (*chuQun*); the freemen (*veSwI'*, literally "warrior"); and the commoners (*vumwl'*, literally "worker," but more appropriately meaning "those who do not fight"). The latter tier includes slaves, thralls and others without honor. To cast this in terms of Earth's medieval European history, there are lords, the knights who serve them, and the serfs who labor for them. When designing a Klingon character, you should first consider to which tier he belongs.

Noble characters occupy the top levels of Klingon society, and their skills and traits should reflect this. They should have high Honor, and often take advantages such Heirloom, Holdings, or one of the Renown Advantages. They should have a House Template.

Warriors ("freemen") need a House Template as well, reflecting the House they were born into or serve. But though they're quite honorable, they're less likely to have Renown Advantages or other benefits which come with noble blood. The struggle to advance in Klingon society and to prove one's self, as General Martok did, may be what motivates a character in this tier.

If you want to play a *vumwl'*, you should take the Houseless Template, as well as Diminished Social Status (-1). Your character will face prejudice and obstacles every day of his life, and have to prove himself time and time again. It's not unheard of for a commoner to rise to a position of power and honor, but it's a long, hard, pain-filled road (see sidebar).

Ascending the Social Ladder

*It's possible for a commoner to become a freeman, or sometimes even a noble, but this is both difficult and rare—a process the Klingons call toSbatlh ("the climb of honor"). Through toSbatlh, a *vumwl'* Klingon can become a *veSwI'* or *chuQun*, but only through a great and often life-long struggle.*

Martial prowess and victory in battle play a major role in toSbatlh. To drag himself out of the mire of serfdom, a Klingon must find a way to show the nobles and freemen whom he serves that he is made of better, more honorable mettle.

You should build a commoner character with the Houseless Template and an appropriate Early Life Package (such as Halfbreed, Lowborn Childhood or Orphan). Then take the Field Promotion tour of duty package to reflect how you attracted the attention of Klingons higher up the social ladder and earned a place among the freemen. This sort of honorable heroism and victory in battle when "true warriors" could not rise to the task is the only way to vault into the ranks of the freemen. Neither long, dedicated service nor supreme skill at a commoner craft ever provide a means to do so.

Game mechanics cannot simulate a character, freeman or commoner, becoming a noble simply by spending Development Points or taking a Background History package (other than, perhaps, the Adopted Early Life package). You must roleplay this process. It involves being adopted into or asked to join a noble house, much the way Worf joined the House of Martok. It requires great accomplishments and an unblemished record of honorable conduct.

Fleshing Out Your Klingon Character

After you've determined the character's basic concept and place in society, you must flesh out those bare bones to create a well-developed character. Once you have some ideas about his background and personality, you'll know how to build him using the Icon System's character creation rules.

To help elaborate upon a Klingon character's background and personality, play a game of "20 questions" with yourself. Ask a lot of who, what, when, where, why and how questions about your character:

- What House does your character belong to? How does he feel about his House (and his close relatives)? How does he serve his House, if at all?
- What interests or "careers" did your character pursue prior to the game's start? (This tells you, among other things, what Background History packages he should consider taking.) Is he still pursuing them, and if not, why not?
- Has your character ever been in battle, or is his devotion to the Klingon warrior ideal still untested? If he has fought, was he injured, and if so, how? Have the battles he's fought had any lasting effect on him (besides crippling wounds or the like)? Did he fight well enough for other Klingons to notice his prowess?
- Is your character now, or has he ever been, involved in a blood feud?
- What does your character do for fun or relaxation? He can't be on duty all the time.
- Is your character married or "involved"? Has he ever been in love? If so, what was it like, and what happened? Does he have any children?
- Has your character ever seen a close friend die (in battle or otherwise), and if so, how did it affect him?
- Does your character have any religious beliefs or inclinations, and if so, how does he express (or try to live up to) his faith?





Klingon Template

Once you've determined some background material, you're ready to start creating the game mechanics to define your character using the Klingon Template from the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook

Klingon Template

Attributes

Fitness 3 [6]
 Strength +1
 Vitality +2
Coordination 3 [5]
Intellect 2 [5]
 Logic -2
Presence 2 [6]
 Empathy -2
 Willpower +1
Psi 0 [6]

Skills

Culture (Klingon) 2 (3)
History (Klingon) 1 (2)
Languages
Klingon (ta'HoI or other dialect) 2
Primitive Weaponry (choose Specialization) 2 (3)
Unarmed Combat (choose Specialization) 2 (3)
World Knowledge (Qo'noS) 1 (2)

Typical Traits

High Pain Threshold +2
Organ Redundancy (brak'lul) +2
Code Of Honor (Klingon Code) -4

The Klingon Overlay

An egalitarian system dominates Klingon society in the 24th century. A few "nobles" manage politics while the vast majority of Klingons fall into the middle, or "warrior," class. Every Klingon receives training in the arts of combat beginning at an early age, and considers himself a member of the "warrior" profession (at least in part).

Of course, a society with nothing but warriors could not survive. Civilizations rise through the minor, day-to-day efforts of farmers, craftsmen and service professionals, not just the grand deeds of soldiers and rulers. Klingons fill many roles besides that of simply "warrior": Klingon scientists, artists, and diplomats. But their society's veneration of the "warrior ideal" colors their perception of their personal profession or career. A Klingon doesn't think of himself as a scientist, artist or diplomat; he thinks of himself as a "warrior-scientist," "warrior-artist" or "warrior-diplomat."

To reflect this emphasis in Klingon society, all Klingon player characters take the same Overlay: Klingon Warrior. The other jobs they perform throughout their lives are described by their Tours of Duty/Careers (see below). Depending on personal desires and various social pressures, a Klingon might work as a diplomat one year, an advocate the next, and an engineer on a bird-of-prey after that. They pick up what they need to know along the way.

Klingon Warrior Overlay

Energy Weapon (choose Specialization) 2 (3)
Planetary Tactics (choose Specialization) 1 (2)
Shipboard Systems (Tactical) 1 (2)
 OR
Systems Engineering (Weapons Systems) 1 (2)
Starship Tactics (choose Specialization) 1 (2)
Strategic Operations (choose Specialization) 1 (2)
 Choose Two:
Administration (Logistics) 1 (2)
Command (choose Specialization) 1 (2)
Heavy Weapons (choose Specialization) 1 (2)
Projectile Weapons (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)

Klingon House Template

Most Klingons grow up as part of a House, Great or otherwise. Each House teaches its children certain things beyond the basic Klingon Template skills—skills they need to survive or for which the House is known. Additionally, the House's reputation helps define its younger members, providing them with a starting Renown. This reflects how other Klingons view the character based on his ancestry and family associations. Klingons of the House of Kozak, for example, are known for their mercantile and financial skills, thus they have Aggression 2, Discipline 2, Initiative 2, Openness 0 and Skill 2 as starting Renown. A House known for the prowess of its warriors would have higher Aggression and Skill Renown.

House Template Descriptions

Each House Template includes the following information:

House Name: The name of the House.

House Renown: The House's Renown score, by Aspect, with totals typically ranging from 1 to 250. For rules on House Renown, refer to page XX.

Starting Renown: The starting Renown scores for characters who belong to that House. For most lesser Houses the total Renown ranges from 1 to 4; for Great Houses it may be 6 to 10.

Skills: Any skills taught to all members of the House.

Traits: Advantages and disadvantages common to members of the House. Use any presented in the House Template supplemented as noted with ones from the regular advantage list or the disadvantage list provided below.

Creating Your Own House Templates

You'll find templates here for all of the Great and lesser Houses described in Chapter Three of Book One, but players and Narrators may wish to make up their own Houses and House Templates. If so, build each Template with 9 Development Points. House Renown costs nothing (the Narrator determines each House's Renown), but Starting Renown for characters costs 1 Development Point per 2 points of Renown. Skills and Traits have their standard cost. Choices for Traits should be Renown- or socially-oriented such as *Contact*, *Favor Owed*, *Arrogant*, *Obligation (Blood Feud)*, *Black Sheep* and *Estranged*, not physical ones like *Poor Eyesight* or *Athletic Abilities*

House Disadvantages

For Houses with no specific list of disadvantages in their House Template, characters may choose extra advantages by balancing them with disadvantages from this list:

Black Sheep (-1)
 Code of Honor: House Code (-2)
 Dark Secret (-1 to -3)
 Dark Secret Revealed (-2 to -4)
 Disgraced Ancestor (-2 to -4)
 Dishonorable (-2)
 Estranged (-2)
 Honorless Dog (-6)
 Hunted (-2 to -4)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Seventh Son Of A Seventh Son (-1)
 Shady Background (-1 to -5)
 Shamed (varies)
 Sworn Enemy (-1 to -3)

Patron (at +2 level)
 Quick-Draw (+2)
 Weapon Master (at +2 level)

Suggested Disadvantages:

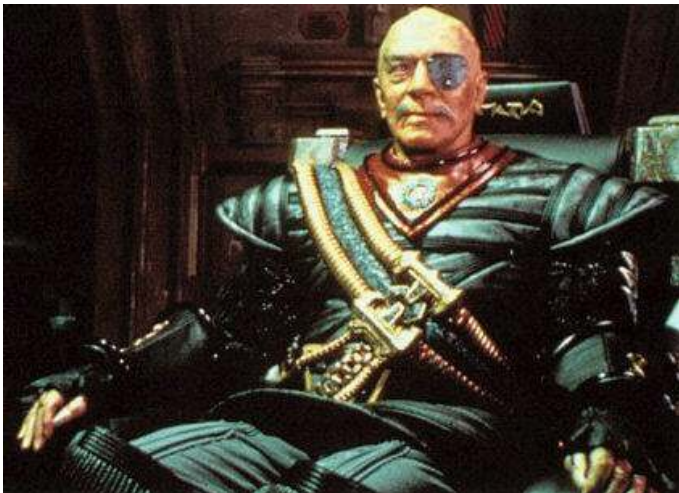
Code of Honor: House Code -2,
 plus an additional -1 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).
 Black Sheep (-1)
 Dark Secret (-1 to -3)
 Dark Secret Revealed (-2 to -4)
 Dishonorable (-2)
 Estranged (-2)
 Hunted (-2 to -4)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Seventh Son Of A Seventh Son (-1)
 Shamed (varies)
 Sworn Enemy (-1 to -3)

Klingon House Template Descriptions

House of Chang

The House of Chang represents, in the eyes of some, everything quintessentially Klingon; others see its practices as an insult to all Klingons hold dear. Proud and ruthless, they strike without warning, using victory as the only justification for their actions.

House Name: Chang



House Renown:

Aggression 52
 Discipline 30
 Initiative 48
 Openness 21
 Skill 61
Total: 212

Starting Renown:

Aggression 4
 Discipline 0
 Initiative 2
 Openness 0
 Skill 2

Skills:

Politics (choose Specialization) 1 (2)
 Starship Tactics
 OR
 Strategic Operations (choose Specialization) 1 (2)

Traits:

Suggested Advantages:

Choose 2 points' worth of advantages.
 Bold (+1)
 Devoted (+2)
 Favored (+2)
 First Born (+4)
 Heirloom (+1)
 Holdings (+1 or +2 value)
 Line of Succession (+2)

House of Daa'maq

A House of ancient, prominent lineage, House Daa'maq is renowned for its military prowess and the fact that, after falling from power two hundred years ago, it recently returned to the High Council. It prefers to conduct military operations against non-Klingons.

House Name: Daa'maq

House Renown:

Aggression 45
 Discipline 25
 Initiative 30
 Openness 19
 Skill 47
Total: 166

Starting Renown:

Aggression 3
 Discipline 1
 Initiative 0
 Openness 0
 Skill 4

Skills:

Primitive Weaponry
 OR
 Strategic Operations (choose Specialization) 1 (2)
 Starship Tactics (choose Specialization) 1 (2)

Traits:

Suggested Advantages:

Famous Ancestor +3.

Suggested Disadvantages:

Code of Honor: House Code -2
 plus an additional -2 worth of disadvantages (or, if the character takes more than that, balance with appropriate advantages).
 Black Sheep (-1)
 Dark Secret (-1 to -3)
 Dark Secret Revealed (-2 to -4)
 Dishonorable (-2)
 Estranged (-2)
 Honorless Dog (-6)
 Hunted (-2 to -4)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Seventh Son Of A Seventh Son (-1)
 Shamed (varies)
 Sworn Enemy (-1 to -3)

House of Kang

A paragon of Klingon virtue, honor and power, the House of Kang has an ancient lineage dating back to, if one believes the legends, Kahless himself. The voice of the House of Kang speaks with authority on the High Council, and many Klingons follow the House wherever it chooses to go.

House Name: Kang

House Renown:

Aggression 56
 Discipline 28
 Initiative 40

Openness 20
Skill 52
Total: 196



Starting Renown:

Aggression 4
Discipline 1
Initiative 0
Openness 1
Skill 4

Skills:

Primitive Weaponry (*Bat'leth*)
OR
Persuasion (Debate) 1 (2)

Traits:

Suggested Advantages:

Famous Ancestor (Kahless) +5.

Suggested Disadvantages:

Code of Honor: House Code -2
plus an additional -2 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Arrogant (-1)
Black Sheep (-1)
Blood Feud (-1 to -3)
Dark Secret (-1 to -3)
Obligation: Blood Oath (-3)
Passion (-2)
Rebellious (-2)
Rival (-1 to -3)
Seventh Son Of A Seventh Son (-1)
Sworn Enemy (-1 to -3)

House of Kozak

The only Great House led by a woman (the redoubtable Grilka), the House of Kozak is known not only for its military prowess, but for its skill on financial battlefields. Scorned by some Klingons as a "merchant House," the House of Kozak nevertheless plays an important role in the Empire's economy.

House Name: Kozak

House Renown:

Aggression 29
Discipline 23
Initiative 41
Openness 27
Skill 33

Total: 153

Starting Renown:

Aggression 2
Discipline 2
Initiative 2
Openness 0
Skill 2

Skills:

Administration (choose Specialization) 1 (2)
Merchant (Klingon Markets
or other appropriate Specialization) 1 (2)
OR

Social Sciences (Economics) 1 (2)

Traits:

Suggested Advantages:

Choose 2 points' worth of advantages (or, if character takes more than that, balance with appropriate disadvantages).

Contact (+1 to +3)
Devoted (+2)
Famous Ancestor (up to +2)
Favored (+2)
Favor Owed (+1)
First Born (+4)
Heirloom (+1)
Holdings (varies)
Line of Succession (+2)
Patron (+2 to +4)

Suggested Disadvantages:

Code of Honor: House Code -2

plus choose an additional -1 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Argumentative (-1)
Arrogant (-1)
Black Sheep (-1)
Dark Secret (-1 to -3)
Passion (-2)
Rebellious (-2)
Rival (-1 to -3)
Seventh Son Of A Seventh Son (-1)
Sworn Enemy (-1 to -3)

House of Krotmag

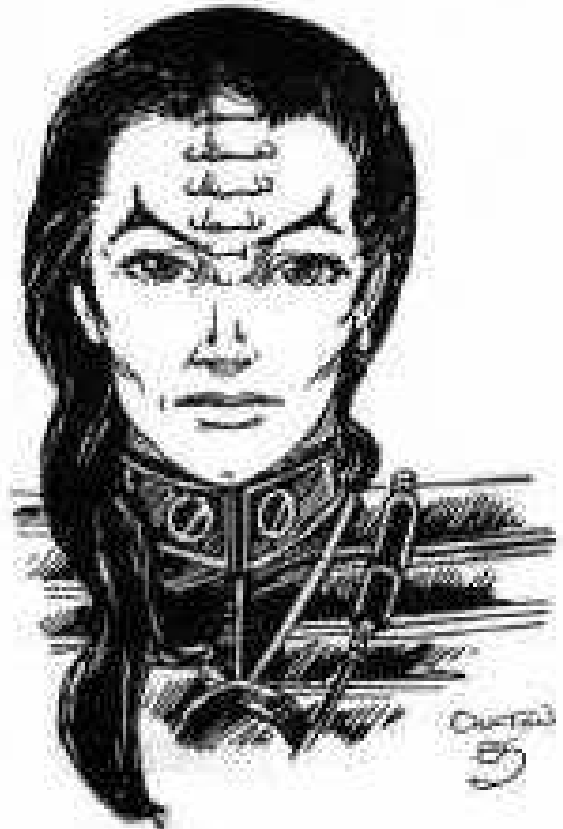
Perhaps the oldest of the Great Houses on the High Council, the House of Krotmag is steeped in honor and tradition. Their honor and sense of tradition make their powerful military forces even stronger.

House Name: Krotmag

House Renown:

Aggression 55
Discipline 37
Initiative 13
Openness 19
Skill 53

Total: 177



Starting Renown:

Aggression 4
 Discipline 2
 Initiative 0
 Openness 0
 Skill 4

Skills:

Command (Combat Leadership)
 OR
 Starship Command) 1 (2)
 Planetary Tactics
 OR

Starship Tactics (choose Specialization) 1 (2)

Traits:**Suggested Advantages:**

Famous Ancestor +3.

Suggested Disadvantages:

Arrogant -1 (family pride and support for Klingon traditions)
 Code of Honor: House Code -2
 plus choose an additional -2 points' worth of disadvantages.

Dark Secret (-1 or -2 value)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 or -2 value)
 Seventh Son Of A Seventh Son (-1)
 Shamed (varies)
 Sworn Enemy (-1 or -2 value)

House of Martok

This relatively young Great House now holds a place of pre-eminence in the Empire, since its leader, Martok, sits in the Chancellor's seat. Although many consider him and his House honorable, many question his and his House's role as ruler of the Empire.

House Name: Martok

**House Renown:**

Aggression 48
 Discipline 32
 Initiative 18
 Openness 16
 Skill 40
Total: 154

Starting Renown:

Aggression 3
 Discipline 1
 Initiative 1
 Openness 0
 Skill 3

Skills:

Primitive Weaponry (*Bat'leth*) 1 (2)
 Starship Tactics (choose Specialization) 1 (2)

Traits:**Suggested Advantages:**

Choose 3 points' worth (First Born is not available; General Martok already has a son, Drex).
 Bold (+1)

Contact (+1 to +3)
 Devoted (+2)
 Favored (+2)
 Favor Owed (+1)
 Holdings (varies)
 Honorable (+2)
 Line of Succession (+2)
 Patron (+2 or +3 value)
 Quick-Draw (+2)
 Weapon Master (+2)

Suggested Disadvantages:

Code of Honor: House Code -2

choose an additional -2 points' worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Argumentative (-1)
 Arrogant (-1)
 Black Sheep (-1)
 Bloodlust (-2)
 Dark Secret (-1 to -3)
 Dishonorable (-2)
 Estranged (-2)
 Hunted (-2 to -4)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Seventh Son Of A Seventh Son (-1)
 Sworn Enemy (-1 to -3)

House of Sa'kal

House Sa'kal recently rose to power due to its successes in the Dominion War, becoming a staunch ally of Chancellor Martok.

House Name: Sa'kal

House Renown:

Aggression 36
 Discipline 27
 Initiative 22
 Openness 17
 Skill 45
Total: 147

Starting Renown:

Aggression 4
 Discipline 0
 Initiative 0
 Openness 0
 Skill 4

Skills:

Command (choose Specialization) 1 (2)
 Starship Tactics (choose Specialization) 1 (2)

Traits:**Suggested Advantages:**

Choose 2 points' worth of advantages.
 Bold (+1)
 Contact (+1 or +2 value)

Devoted (+2)
 Favored (+2)
 Favor Owed (+1)
 First Born (+4)
 Heirloom (+1)
 Holdings (varies)
 Honorable (+2)
 Line of Succession (+2)
 Patron (+2 value)
 Quick-Draw (+2)
 Weapon Master (+2 value)

Suggested Disadvantages:

Code of Honor: House Code -2

plus another -1 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Black Sheep (-1)
 Bloodlust (-2)
 Dishonorable (-2)
 Estranged (-2)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)

Scorned (-2)
 Seventh Son Of A Seventh Son (-1)
 Shady Background (-1 to -5)
 Shamed (varies)
 Sworn Enemy (-1 to -3)

House of Toghuss



Taking after their leader, the gifted orator Toghuss, members of this House often use their quick-wits, sharp-tongues, and skills at Klingon politics. But those who scorn them as "talkers, not warriors" discover their folly when they meet House Toghuss in battle.

House Name: Toghuss

House Renown:

Aggression 40
 Discipline 33
 Initiative 27
 Openness 21
 Skill 48

Total: 169

Starting Renown:

Aggression 2
 Discipline 2
 Initiative 0
 Openness 0
 Skill 4

Skills:

Mockery (choose Specialization) 1 (2)
 Politics (choose Specialization) 1 (2)

Traits:

Suggested Advantages:

Choose 2 points' worth of advantages.
 Bold (+1)
 Contact (+1 to +3)

Devoted (+2)
 Favored (+2)
 Favor Owed (+1)
 First Born (+4)
 Heirloom (+1)
 Holdings (varies)
 Honorable (+2)
 Line of Succession (+2)
 Patron (+2 to +4)
 Quick-Draw (+2)
 Weapon Master (+2, +4 or +6)

Suggested Disadvantages:

Choose -3 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Argumentative (-1)
 Arrogant (-1)
 Black Sheep (-1)
 Code of Honor: House Code (-2)
 Dark Secret (-1 to -3)
 Dark Secret Revealed (-2 to -4)
 Dishonorable (-2)
 Estranged (-2)
 Honorless Dog (-6)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Scorned (-2)
 Seventh Son Of A Seventh Son (-1)
 Shamed (varies)
 Sworn Enemy (-1 to -3)

House of Voss

The largest House in the Empire in terms of territory controlled and wealth, House Voss is also renowned for its military prowess. It faces significant challenges in maintaining control of its vast holdings with its war-reduced fleet.

House Name: Voss

House Renown:

Aggression 38
 Discipline 29
 Initiative 22
 Openness 16
 Skill 40

Total: 145

Starting Renown:

Aggression 2
 Discipline 0
 Initiative 1
 Openness 1
 Skill 4

Skills:

Administration
 OR
 Merchant (choose Specialization) 1 (2)
 Starship Tactics (House Voss) 1 (2)

Traits:

Suggested Advantages:

Wealth +1
 OR
 Holdings +1.

Suggested Disadvantages:

Choose -2 worth of disadvantages (or, if character takes more than that, balance with appropriate advantages).

Argumentative (-1)
 Arrogant (-1)
 Black Sheep (-1)
 Code of Honor: House Code (-2)
 Dark Secret (-1 to -3)
 Dark Secret Revealed (-2 to -4)
 Dishonorable (-2)
 Estranged (-2)
 Obligation: Blood Oath (-3)
 Passion (-2)
 Rebellious (-2)
 Rival (-1 to -3)
 Seventh Son Of A Seventh Son (-1)

Shamed (varies)
Sworn Enemy (-1 to -3)

Houseless Template

Not all Klingon warriors come from established Houses. Some leave their Houses, rejected or disowned by their peers, some are born into lower-class families and earn their positions as warriors through their own skills, and some grow up as orphans. They take the following Template.

House Name: Houseless

House Renown: Not applicable

Starting Renown: Not applicable. Houseless characters must earn their own Renown.

Skills:

Primitive Weaponry (*Bat'leth*
or other weapon of choice) 1 (2)

OR

Unarmed Combat (choose Specialization) 1 (2)

Intimidation (Bluster)

OR

Mockery (choose Specialization) 1 (2)

Traits:

Advantages:

Choose 3 points of advantages.

Background History

Because of the nature of their society, Klingons do not go through a period of "advanced training" like most characters do; the training provided by their House (the House Template) provides their education to a large extent. Once their Early Life concludes, they go straight into a military tour of duty or career of some sort, learning "on the job" anything they don't already know. (Keep this in mind if players wish to build Klingon characters using the Background History packages from other books. Klingon characters should have a 5-point Early Life and two or more 10-point Tours of Duty; do not allow them to take Advanced Training packages, or their high skills will unbalance the game.) Klingons live in a much harsher society than Federation characters. Ignore the icons indicating inappropriate skills in the *Star Trek: The Next Generation Roleplaying Game* and *Star Trek: Deep Space Nine Roleplaying Game* core rulebooks when building Klingon characters. (On the other hand, see "Dishonorable Skills" in Chapter Two of this book for guidelines on skills which Klingons often avoid because those skills carry the taint of "dishonor").

Universal Background

These skills, advantages, and disadvantages can be taken at any stage of a Klingon's Background History:

Skills

Acrobatics
Administration
Artistic Expression
Athletics
Bargain
Charm
Computer
Culture
Demolitions
Diplomacy
Disguise
Dodge
Energy Weapon
Engineering, Any
Fast Talk
First Aid
Gaming
History
Intimidation
Knowledge
Languages
Law
Merchant
Mockery
Personal Equipment
Persuasion
Planetary Tactics
Planetside Survival

Primitive Weaponry

Science, Any

Search

Sleight of Hand

Stealth

Theology

Unarmed Combat

Vehicle Operation

World Knowledge

Advantages

Ally (+2 to +5)

Artistic Talent (+1)

Asset (varies)

Athletic Ability (+2)

Battle-Hardened (+3)

Bold (+1)

Contact (+1 to +3)

Cultural Flexibility (+1)

Curious (+1)

D'akturak (-2)

Famous Incident (varies)

Favors Owed (+1)

Fel'mIn (+1)

Ferocity (+3)

GheH'lar (+3)

Heirloom (+1)

Honorable (+2)

Intimidating (+1)

Medical Remedy (varies)

Patron (+2 to +4)

Prophecy (+4)

Quick-Draw (+2)

Resolute (+3)

Scientific Genius (+3)

Sexy (+2)

Shrewd (+1)

Sixth Sense (+4)

Strong Will (+2)

Today Is A Good Day To Die (+1)

Wealth (+1 to +6)

Disadvantages

Addiction (-1 to -3)

Argumentative (-1)

Bad Reputation (-2 or -4)

Blood Feud (-1 to -3)

Bloodlust (-2)

Chronic Pain (-2)

Code of Honor (-2 to -5)

Competitive (-1)

Coward (-1)

Dark Secret (-1 to -3)

Dark Secret Revealed (-2 to -4)

Dependent (-2)

Diminished Social Status (-1 to -3)

Dishonorable (-2)

Domineering (-1)

Doom (-1)

Fanatic (-2 to -3)

Greedy (-1)

Guilt (-1)

Hides Emotions (-2)

Honorless Dog (-6)

Hot-Tempered (-2)

Hunted (-2 to -4)

Hypochondria (-1)

Imprudent (-1)

Impulsive (-1)

Inept (-1)

Intolerant (-1 to -3)

Medical Problem (-1 to -3)

Obligation (-1 to -3) (Blood Oath or other)

Obsessive Tendencies (-3)

Pacifism (-1 to -5)

Passion (-2)

Phobia (-2 to -5)

Physically Impaired (-1 to -3)

Poor Chemoreception (if later in life, due to disease or chemical exposure) (-1)

Poor Hearing (if later in life, due to trauma or increasing deafness) (-1)
 Poor Sight (if later in life, due to injury, radiation or increasing blindness) (-2)
 Rival (-1 to -3)
 Shady Background (-1 to -5)
 Stubborn (-1)
 Sworn Enemy (-1 to -3)
 Vengeful (-1 to -2)
 Wanted (-1 to -4)
 Wrongfully Accused (-1 to -4)

Early Life History

This stage of a Klingon's life represents the period from his birth until the time when he embarks on his first tour of duty or career. During this time he also receives training in the skills particular to his House (i.e., his House Template).

In large part, a Klingon's House determines what kind of upbringing he will have. The son or daughter of a Great House must learn what it means to be a "noble"—court politics and intrigues, military strategy, and such. The power he or she will grow up to inherit (one way or another) comes with attendant responsibilities and dangers. Children from middle-class Houses receive typical warrior indoctrination or other training, without the additional burdens noble scions must bear. Lowborn children may not receive much training at all; often they must fend for themselves and learn how to survive on their own.

Klingon children often have what other species would regard as a tough, disciplined, even harsh, childhood. Klingons expect their children to act "Klingon" from a very early age. Klingon childhoods aren't filled with as much play and laughter as those of other species' children (though such things are by no means absent). Instead, when looking back on their childhood, many Klingons mostly remember learning how to be a Klingon—the warrior training, the ability to ignore pain and other distractions, the carefully-developed stoicism. At the same time, they learn how to control, and sometimes when to release, their passions and anger.

"Dishonorable" Upbringings

Some Early Life packages reflect childhoods which aren't entirely "honorable." An Academic Upbringing by parents who are teachers, not warriors, might not be seen as honorable by most Klingons; however, that doesn't mean a character raised that way must be dishonorable. Just because his personal circumstances as a child don't seem honorable, or his parents try to steer him away from the warrior's path, doesn't mean he won't grow up to become an honorable Klingon warrior (it may make it more difficult for him to do so, of course, but that's all part of your character's background). If you feel your character's upbringing leads him into a "dishonorable" life, you can take the Dishonorable or Honorless Dog disadvantages from the Universal Background History list at any stage of your character's Background History, balancing it with additional beneficial character elements. Otherwise, keep your character's normal Honor, and explain how he overcame early adversity.

Early Life History Packages

Each Klingon character receives 5 Development Points to spend during Early Life.

Early Life Packages (each costs 5 Development Points)

Academic Upbringing: The character's parents were scientists, professors, doctors, or other academics. Hoping their child would follow in their footsteps, they exposed him to their fields at an early age. They no longer tread the Warrior's Path.

Any one Academic Skill (choose Specialization) 1 (2) (see below)
 +2 Skill Renown
 Curious +1

Adopted: The character's parents were killed (maybe his entire House was wiped out), and another family adopted him. Alternately, his parents secretly fostered him to another House so he would not suffer the shame or discommendation their House had somehow incurred. The character's foster House raised him in its traditions as one of their own. (The character should choose

the House Template for the House which raised him, not the House he was born into.)

Athletics (choose Specialization) 1 (2)
 Primitive Weaponry

OR

Unarmed Combat (choose Specialization) 1 (2), Dark Secret -1 (member of other House)

Alien Adoption: The character's parents were killed while the entire family was away from Qo'noS. Fortunately, the character survived and a member of another species found him and raised him. (The character does not take a House Template; instead, he should take a 9-point "Advanced Training" package from another Last Unicorn Games *Star Trek* supplement, or create one of his own. Furthermore, unless he returned to Klingon society during adulthood and established himself there, he should take the Honorless Dog (-6) disadvantage [and balance it with six points' worth of skills and advantages] and use the Courage Point system.)



Athletics (choose Specialization) 1 (2)
 +1 Dexterity or Reaction edge

Alien Upbringing +1

Colonization: The character grew up on a Klingon colony planet far from Qo'noS, and helped to make it a livable world.

Planetary Sciences (choose Specialization) 1 (2)
 any one Survival Skill (choose Specialization) 1 (2) (see below)

+2 Skill or Initiative Renown
 Intolerant -2 ("citized" persons)

Famous Parents: The character's parents are renowned throughout the Empire for their accomplishments, honor, and abilities. Some of their skill and prestige wore off on their child.

Any one Military Skill (see below)

OR

Intellect-based Skill (choose Specialization) 1 (2)
 Famous Ancestor +2

Halfbreed: One of the character's parents was not a Klingon. The character suffered a certain amount of prejudice from this (if the character is raised in a prejudice-free society, such as the Federation, replace the Diminished Social Status disadvantage with another appropriate -1 disadvantage).

Mixed Species Heritage +6

Diminished Social Status -1 (halfbreed prejudice)



Lowborn Childhood: The character was born into a family of Klingon commoners and learned the family's trade. He received only the most basic warrior training, though he may have learned more on his own. (Unless he has been adopted into a House for some reason, a character with a Lowborn Childhood must take the Houseless House Template. If adopted into a House, he should probably replace the Diminished Social Status disadvantage with another appropriate -1 disadvantage.)

- Craft (choose Specialization) 1 (2)
- Streetwise (choose Specialization) 1 (2)
- Diminished Social Status -1

Monastic Upbringing: The character grew up the child of deeply religious parents who lived in a monastery or spiritual retreat and taught him about Klingon spirituality and religious doctrines.

- Theology (Klingon Religion/Spirituality) 1 (2)
- +2 Renown (choose appropriate Aspect)
- +1 Empathy edge

Ogat Training Academy: The character obtained admission to and studied at the prestigious Ogat Training Academy, where he learned Klingon culture and skills from some of the best instructors in the Empire. The character maintained ties with many classmates, including one who's since filled a position of great significance in the Empire and to whom the character owes a debt of honor. Unfortunately, old rivalries die hard; one of the character's schoolyard antagonists continues competing with him.

- Any one Military Skill (choose Specialization) 1 (2)
- +4 Skill Renown
- Contact +3
- Obligation -1
- Rival -2

Orphan: The character's parents died while he was very young. He got his education from the School of Hard Knocks and became extremely self-reliant. (A character who chooses this package must take the Houseless House Template.)

- Athletics
- OR
- Stealth (choose Specialization) 1 (2)
- Streetwise (choose Specialization) 1 (2)
- Diminished Social Status -1

Strange Inclinations: For some reason the character never really accepted his place in a warrior culture. Instead of playing "war" like the other children, he preferred to play "diplomacy" or "advocacy" or something else nonviolent. He's a peaceful person

who rejects much of his Klingon heritage. He no longer walks the Warrior Path.

- Any two Academic Skills (choose Specializations) 1 (2)
- any two skills from the Other category (choose Specializations) 1 (2)
- Pacifism -1
- Honorless Dog -6

Teli'gath: The character's parents were soldiers in the IKDF or some House, and he was dragged along with them from post to post and mission to mission.

- Any two Military Skills (choose Specializations) 1 (2)
- Intolerant -1 ("civilians" of any species)

Academic Skills

- Culture
- History
- Language
- Law
- Sciences, All
- World Knowledge

Military Skills

- Administration (Logistics)
- Energy Weapon
- Heavy Weapons
- Planetary Tactics
- Primitive Weaponry
- Projectile Weapons
- Starship Tactics
- Strategic Operations
- Systems Engineering (Weapons Systems)
- Unarmed Combat

Survival Skills

- Dodge
- Energy Weapon
- First Aid
- Planetside Survival
- Primitive Weaponry
- Stealth
- Tracking
- Unarmed Combat

Additional Early Life Skills

- Animal Handling
- Psionic Skill (if applicable)
- Streetwise

Attributes and Edges

- Any

Advantages

- Alertness (+2)
- Alien Upbringing (+1)
- Ambidexterity (+2)
- Double-Jointed (+2)
- Eidetic Memory (+3)
- Engineering Aptitude (+3)
- Excellent Balance (+1)
- Excellent Chemoreception (+1)
- Excellent Hearing (+2)
- Excellent Metabolism (+1)
- Excellent Sight (+2)
- Innovative (+1)
- Language Ability (+2)
- Mathematical Ability (+3)
- Mixed Species Heritage (+6)
- Night Vision (+2)
- Peripheral Vision (+1)
- Rapid Healing (+1)
- Sense of Direction (+1)
- Sense of Time (+2)
- Tactical Genius (+3)
- Telepathic Resistance (+4)
- Toughness (+2)

Disadvantages

- Low Pain Threshold (-2)
- Slow Healing (-2)
- Weak Will (-2)
- Weakness (-2)

Tours of Duty/Career

After their Early Life ends, Klingons enter the military (either the IKDF or a House's military) or begin some career. Klingons typically do not remain in the same career or position throughout their lives, but move from one to another as their inclinations and skills allow. A Klingon might enroll in a House's military and be assigned to the communications station, after a while switch to engineering, and after years of experience earn a command (remember, there's no "Command" branch in the Klingon military; one obtains a command solely on merit). A Klingon might choose to serve as an advocate for a while, then switch to teaching or diplomacy, and eventually find his way back into some niche of the legal profession.

Every Klingon takes the basic Warrior Overlay, but each individual then distinguishes himself by his achievements, which depends largely on the Tours of Duty/Career Packages the player selects. To play an advocate, the character can take one (or more) advocate-related packages. This way a Klingon character could serve as a warrior, helmsman, advocate, and ambassador throughout his career. What is his profession? Whatever he makes it at the time you ask.

As mentioned above, Klingon characters should take a minimum of two (for "civilians") or four (for professional military personnel) Tours of Duty/Careers. This balances Klingons with similar characters of other species. Each Tour of Duty/Career provides a character with 10 Development Points to spend.

You can represent similar experiences several ways. A Klingon who fought in the Dominion War could take any one of several Military/Warrior packages reflecting how he was specifically involved in that war (or, for a broad range of experiences, the "Warfare - Dominion War" package). If he wants to simulate the fact that he spent the war serving as, say, an engineer on one or more ships, he could take the appropriate Shipboard Service package (in this case, "Engineering Officer"). Choose a package based on experience or on position (or perhaps find one package which adequately represents both).

Tour of Duty/Career History Packages

Each Klingon character receives 10 Development Points to spend during each Tour of Duty or Career.

Military/Warrior Tour of Duty Packages

The character served in some branch of the Klingon military. The packages below primarily relate to specific assignments or missions; for packages based on positions on a starship, see Shipboard Life Packages below.

Aide-de-Camp: The character served as an assistant or aide to a high-ranking military figure, helping him deal with PADD-work, plan strategy, keep transmissions secure, and execute other military administrative duties. (This package is most appropriate for older warriors—those no longer fit for active field duty for whatever reason.)

Administration (Klingon Military) 1 (2)
Strategic Operations (choose Specialization) 1 (2)
Contact +3
+2 Discipline Renown

Blood Feud: The character's House became embroiled in a *veS'lw*, or blood feud, against another House.

Any two Military Skills listed under Early Life History Packages (choose Specializations) 1 (2) and 1 (2)
Starship Tactics
OR

Planetary Tactics (choose Specialization) 1 (2)
+6 Renown in Aspects of player's choice
Blood Feud -2

Blood Oath: The character swore a blood oath with another character, promising to give his life in some quest for vengeance or victory, and strove to fulfill that vow.

Any two Military Skills (choose Specializations) 1 (2) and 1 (2)
Stealth (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
+2 Aggression, Initiative, or Skill Renown
Obligation: Blood Oath (-3)

Bodyguard: The character put his warrior skills to use as a bodyguard for a prominent House official, a Klingon military officer, or some other important person.

Search (choose Specialization) 1 (2)

Security (choose Specialization) 1 (2)
+1 Perception edge
Contact +2
+2 Skill Renown

Border Patrol: The character served on a ship assigned to patrol one of the Klingon borders to maintain order and repulse potential invaders.

Primitive Weaponry (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Starship Tactics (choose Specialization) 1 (2)
+2 Skill or Aggression Renown

Commando: The character served with one of the feared Klingon commando units—warriors who beam into hostile locations armed with *bat'leths*, *mek'leths* and disruptors to wreak havoc among the enemy.

Energy Weapon (choose Specialization) 1 (2)
Primitive Weaponry (choose Specialization) 1 (2)
Ferocity +3
Today Is A Good Day To Die +1

Counterpiracy: The character served on a ship assigned to track down pirates and protect Klingon freighters and other civilian vessels from their attacks.

Shipboard Systems (Tactical) 1 (2)
Starship Tactics (Pirate Tactics) 1 (2)
Streetwise (Pirate Underground) 1 (2)
Contact +1

Counterterrorism: Not all worlds which belong to the Empire are united in their desire to remain a part of the proud Klingon realm. On some planets underground groups try to "rid our homeworld of the foul Klingon yoke!" The character belonged to a unit of soldiers assigned to exterminate terrorists and their activities.

Demolitions (choose Specialization) 1 (2)
Energy Weapon (choose Specialization) 1 (2)
Streetwise (Terrorist Underground) 1 (2)
+2 Aggression or Skill Renown

Dahar Master: A character's accomplishments on the field of battle qualified him for recognition as a *Dahar Master*—one of the greatest warriors of the Empire. (This package should be chosen relatively late in a character's life, and only by characters who have at least one Military Skill at the 4 (5) level or higher.)

+1 level in any one Military Skill
Honorable +2
Mastery (*Dahar Master*) +1
+8 Skill Renown

Exalted Order: Because of extensive military accomplishments and consummate warrior skill, the character received membership in one of the Klingon Empire's highest military orders, such as the Order of Kahless or Order of the *Bat'leth*.

+1 level in any one Military Skill
Commendation +3
Contact +3
+6 Aggression or Skill Renown
Sworn Enemy -2

Exploration: The character served on a vessel assigned to explore deep space, looking for potential Klingon colony worlds, new enemies to fight, and planets to conquer.

Planetary Sciences (choose Specialization) 1 (2)
Shipboard Systems (Sensors or other appropriate Specialization) 1 (2)
Space Sciences (choose Specialization) 1 (2)
+2 Skill Renown

Ground Forces: The character served as part of the Klingon ground forces during some conflict. He earned a reputation as a fierce and skilled fighter, in part because of his conduct in a particular battle (for which he earned a commendation but which also left him with impaired hearing due to a wound he suffered).

Planetary Tactics (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
+4 Aggression or Skill Renown
Famous Incident +1
Commendation +2
Poor Hearing -1

House of TuHmoH Operations: The character belonged to or worked for the House of TuHmoH, the "House of Shame," and used his talents in stealth, disguises and dirty tricks to infiltrate enemy territory and engage in missions of assassination, sabotage and mayhem.

Assassination:

Demolitions (choose Specialization) 1 (2)
Physical Sciences (Chemistry) 1 (2)
Primitive Weaponry (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Diminished Social Status -2

Infiltration/Sabotage:

Disguise (choose Specialization) 1 (2)
Espionage
OR

Demolitions (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Stealth (choose Specialization) 1 (2)
Diminished Social Status -2

Undercover Mission:

Artistic Expression (Acting) 1 (2)
Disguise (choose Specialization) 1 (2)
Espionage (Covert Communications) 1 (2)
Fast Talk 1
OR

Charm (Influence) 1 (2)
Diminished Social Status -2

IKDF Military Intelligence: The character worked for the IKDF, gathering and analyzing military intelligence about the Empire's enemies.

Counterintelligence:

Espionage (Counterintelligence) 1 (2)
Search (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
+1 Perception edge

Cryptography:

Espionage (Cryptography) 2 (3)
Physical Sciences (Mathematics) 1 (2)
+1 Logic
OR

Perception edge

Intelligence Analysis:

Espionage (Intelligence Analysis) 1 (2)
Social Sciences (choose Specialization) 1 (2)
+1 Intellect
Security Clearance +3

Military Intelligence:

Planetary Tactics
OR
Starship Tactics (choose Starfleet, Romulan or other Threat species) 1 (2)
Strategic Operations (choose Starfleet, Romulan or other Threat species) 1 (2)
Security Clearance +3
+2 Skill Renown

Starfleet Intelligence Liaison:

Administration (Starfleet Intelligence) 1 (2)
Espionage (Starfleet Intelligence Techniques) 1 (2)
Culture (Federation) 1 (2)
+2 Skill Renown

Invasion: The character participated in an invasion of an enemy world or territory.

Energy Weapon
OR

Primitive Weaponry (choose Specialization) 1 (2)
Planetary Tactics (choose Specialization) 1 (2)
Weapon Master +2
+4 Aggression or Skill Renown

Military Administration: The character served the House military as a planner and administrator. Although not glamorous, exciting, or rich with opportunities to earn great honor, his job was crucial to the proper functioning of the Empire. (This package is most appropriate for older warriors no longer fit for active field duty for various reasons.)

Administration (Klingon Military) 1 (2)
Computer (choose Specialization) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Favor Owed +1

Military Instructor: The character spent some time with the IKDF or a House military instructing young Klingons in the arts of war.

Command (Military Training) 1 (2)
any two Military Skills (choose Specializations) 1 (2) and 1 (2)
+2 Skill Renown

Officer Exchange Program: As part of the Officer Exchange Program, the character served aboard a Starfleet vessel, learning how the Empire's greatest ally fights its battles.

Culture (Federation) 1 (2)
Language: Federation Standard 1
Starship Tactics (Starfleet) 1 (2)
+2 Openness Renown

Scientific Mission: The character served on a ship which performed scientific missions, such as surveying star systems or analyzing stellar anomalies.

Space Sciences (choose two Specializations) 1 (2) and (2)
Science, Any Other (choose Specialization) 1 (2)
Shipboard Systems (Sensors) 1 (2)

Space Station: The character served aboard a space station as part of its permanent detachment of warriors.

Administration (Space Station) 1 (2)
Computer (choose Specialization) 1 (2)
Planetary Tactics (Space Station Tactics) 1 (2)
Contact +1

Strategic Analysis and Planning: Because of the character's well-known gift for tactical and strategic planning, the High Council asked him to work on the Empire's short- and long-term military plans.

Starship Tactics (choose Specialization) 1 (2)
Strategic Operations (choose Specialization) 1 (2)
Tactical Genius +3
-1 Arrogant

Warfare: The character fought against an enemy of the Empire during one of the many recent wars involving the Klingons.

General Warfare:

Any three Military Skills (choose Specializations) 1 (2) and 1 (2) and 1 (2)
+2 Aggression or Skill Renown.

Cardassian War:

Planetary Tactics (Cardassian) 1 (2)
Starship Tactics (Cardassian) 1 (2)
World Knowledge (choose Specialization) 1 (2)
+2 Aggression or Skill Renown

Dominion War:

Starship Tactics (Dominion) 1 (2)
Strategic Operations (choose Specialization) 1 (2)
+4 Aggression Renown
+4 Skill Renown

Federation Conflict:

Energy Weapon (choose Specialization) 1 (2)
Planetary Tactics (Federation) 1 (2)
World Knowledge (Ajilon Prime or other appropriate world) 1 (2)
+2 Aggression or Skill Renown

Yan-Isleth: The character, a houseless warrior of great skill, served in *Yan-Isleth*, the "Brotherhood of the Sword," personal guard to the Chancellor, at the Chancellor's request. (To take this package, a character must have the Houseless House Template, or the template for the House of the current Chancellor.)

Energy Weapon (choose Specialization) 1 (2)
Primitive Weaponry (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Weapon Master +2
+4 Skill Renown
Fanatic -3 (protect the Chancellor's life and safety at all costs)

Shipboard Service Tours of Duty Packages

These packages describe the skills, abilities and other benefits a character would learn while filling a particular position aboard an IKDF starship or a House fleet. The character spent his entire tour of duty in that position or positions closely related to it. Note there are no "Command" or "Security" branch officers on Klingon ships. Command, as discussed above, is a function of ability, not training in a particular school. All Klingon officers must see to the security of their ship; the commanding officer delegates crewmen to specific security duties when he feels it's necessary. Characters who spend a lot of time on security details can construct their own "package" from the generic attributes and Traits list for this stage of the Background History (which includes Security).

Communications Officer: A Klingon communications officer receives and transmits messages from other ships and the High Council, encodes and decodes messages, and serves as the ship's "ears to the galaxy."

Computer (choose Specialization) 1 (2)
Shipboard Systems (Communications) 1 (2)
Systems Engineering (Communications) 1 (2)
+2 Skill Renown

Engineering Officer: Klingon engineers have never been known for their subtlety—everyone in the quadrant knows the old joke about how they fix things by beating on them. While he sometimes loses his temper with the equipment (or those who misuse it), he's a highly skilled technician who often devises innovative solutions to engineering problems, helping to keep his ship in fighting trim.

Engineering, Any (choose Specialization) 2 (3)
Engineering, Any Other (choose Specialization) 1 (2)
Innovative +1
Intolerant -1 (of people who abuse his precious ship)
+2 Skill Renown

Field Promotion: Unable to gain admission to the Klingon military on his own merits, the character signed on as a "civilian" laborer on a Klingon ship. One day his quick thinking and heroic actions saved the ship. A battlefield commission and position in the Klingon military soon followed, igniting jealousy and antagonism in some circles. (To take this package, the character must have at least one of the following: the Houseless House Template; the Lowborn Upbringing Early Life History package; or the Laborer (Ship) Career package.)

Any one Military Skill (choose Specialization) 1 (2)
Craft (choose Specialization representing work done as a shipboard laborer) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Promotion +1
Famous Incident +2
+2 Aggression or Initiative Renown
+2 Skill Renown
buy off -1 Diminished Social Status
+2 Initiative Renown
Marked Man -3
Scorned -2

Helm, Navigation: Like old-fashioned Starfleet vessels, modern Klingon ships divide the functions of Helm (the officer who pilots the ship) and Navigation (the officer who plots the course the ship follows).

Computer (choose Specialization) 1 (2)
Shipboard Systems (Helm or Navigation, as appropriate and one additional Specialization) 1 (2) and (2)
Systems Engineering (choose Specialization) 1 (2)

Medical Officer: While Klingon medical technology lags behind that of many other races for cultural and biological reasons, Klingon ships usually travel with a doctor on board.

First Aid (Klingon OR Wound/Combat Trauma) 1 (2)
Life Sciences (choose Specialization) 1 (2)
Medical Sciences (Klingon) 1 (2)
Physical Sciences (Klingon Herbalism) 1 (2)
Code of Honor: Klingon Physician's Code -2

Tactical Officers: Klingons divide Tactical duties between two or more "Tactical" officers: gunners and shield officers (who also operate the cloaking device). The gunner with the most seniority on the crew is nominally in charge of all of his brethren. The more weapons a ship carries, the more Tactical officers it employs.

Energy Weapon (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization relating to Tactical—either Tactical or a more discrete one such as Weapons Systems or Cloaking Device) 1 (2)
Systems Engineering (choose Specialization) 1 (2)
+2 Skill Renown

Civilian Careers Packages

The following packages deal with various careers and occupations not specifically connected to the military—everything from artists to scientists to herbal doctors. No matter how much it venerates warriors, Klingon society needs scientists to invent weapons, shopkeepers to sell goods and artists to entertain people. But don't forget—Klingons aren't just, for example, artists; they're *warrior-artists*. Someone who questions or criticizes a Klingon's aesthetics, the quality of his goods, or their skill might find himself challenged to a duel!

Advocate: Skilled at debating and presenting a position, the character satisfies much of his urge for combat and confrontation in the courtroom. Klingons make good lawyers—they argue

skillfully; they know how to learn, and use, organized bodies of rules; and they're masters of verbal combat.

Government Advocate:

The character worked as an advocate for the Empire, perhaps as a prosecutor, a drafter of regulations, or a legal representative to another power.

Administration (Klingon Court System or other appropriate Specialization) 1 (2)
Law (Klingon) 1 (2)
Persuasion (Debate) 1 (2)
Contact +1 (some low-level, but well-placed, bureaucrat)

Government Representative:

The character worked as an advocate representing the interests of the Klingon Empire in another state.

Administration (choose appropriate Specialization) 1 (2)
Culture
OR
World Knowledge (choose Specialization) 1 (2)
Law (Klingon and one other Specialization) 1 (2) and (2)

Judgeship:

Thanks to his consummate legal skills and wisdom, the character received a judgeship in the Klingon judiciary. The Klingon term for this is *Hil'ra'Hev* (literally, "receiving the Iron Orb," referring to the spherical metal gavel used by Klingon judges). (Characters may only take this package after taking at least one other Advocate or Political package.)

Administration (Klingon Court System) 1 (2)
Law (Klingon) 2 (3)
Contact +1

Litigation:

The character spent most of his time preparing cases or representing clients in court.

Intimidation (Cross-Examination) 1 (2)
Law (Klingon) 1 (2)
Persuasion (Debate) 1 (2)
+2 Skill Renown

Artist: Filled with creative urges and impulses, the character became an artist of some sort.

Magnum Opus:

The character spent years practicing, creating lesser works, and feeding the fires of his creative energies. At last he set to work and created a true masterpiece, the defining work of a lifetime. Orders for commissions, and thus wealth, have since flowed to the character.

Artistic Expression (choose Specialization) 2 (3)
Wealth +2
+4 Skill Renown

Performer:

The character is an opera star or actor who performs for an appreciative, bellowing Klingon audience. His skill brought him accolades and wealth. For those occasions when the audience is less than appreciative, he's learned to avoid thrown objects.

Artistic Expression (choose appropriate Specialization) 2 (3)
Dodge 1
Wealth +1

Assassin: Klingons scorn the very idea of assassination as cowardly and dishonorable—and yet Klingon assassins still exist. They even use a special type of dagger, the *kut'luch*. All assassins have Shady Background -3 (suspected of major criminal activities), Wanted -3 (throughout the Empire), or Dark Secret -3 (secretly an assassin).

(Note: Narrators and players who have access to *Iron and Ash*, the Cardassian boxed set from Last Unicorn Games, may substitute the Assassination skill for any of the skills listed in the Assassin packages.)

Master of Blades:

The character prefers to look his victims in the eye before he kills them—or at least get close enough that they could look him in the eye if he doesn't stab them in the back. He honed his skills with bladed weapons to a razor's edge.

Primitive Weaponry (*Kut'luch* and one other Specialization) 2 (3) and (3)
Throwing (choose Specialization in bladed weapon of some sort) 1 (2)
Stealth (choose Specialization) 1 (2)
Dark Secret -3

OR
Shady Background -3
OR
Wanted -3

Poisoner:

For a Klingon, the character is uncharacteristically subtle. Rather than rely on the power of an explosion or direct confrontation of arms, he prefers the stealthy art of poisoning as the best way to dispatch his victims.

Life Sciences (Biology) 1 (2)
Physical Sciences (Chemistry) 2 (3)
Stealth (choose Specialization) 1 (2)
+1 Dexterity edge
Dark Secret -3
OR
Shady Background -3
OR
Wanted -3

Sniper:

The opposite of the Master of Blades, a character with this package prefers to strike down his victims from a distance—a long distance. An expert with various types of ranged weapons, he can kill his target and disappear by the time anyone even finds his sniper position.

Energy Weapon (Disruptor Rifle) 1 (2)
Projectile Weapon (choose Specialization) 1 (2)
Primitive Weaponry (choose appropriate Specialization) 1 (2)
Throwing (choose Specialization) 1 (2)
Bold +1
Dark Secret -3
OR
Shady Background -3
OR
Wanted -3

Cleric: Having felt a religious vocation, the character spent some time exploring Klingon spirituality and religion.

High Cleric:

After years of religious devotion, study, and service to the Klingon people, the character ascended into the highest ranks of Klingon religious hierarchy. (Characters cannot take this package until they take at least one other Cleric package.)

Theology (Klingon) 2 (3)
Religious Rank +2
+2 Discipline Renown
+2 Skill Renown

Monk:

The character joined a Klingon monastery, such as the one on Boreth. While there he studied Klingon religion, participated in the monastery's everyday upkeep and took preliminary formal religious vows.

Artistic Expression
OR
Primitive Weaponry (choose Specialization) 1 (2)
Craft (choose Specialization) 1 (2)
Theology (Klingon) 1 (2)
+1 Empathy edge
Religious Rank +0

Priest:

The character took formal religious vows and entered the Klingon clericy. His duties included ministering to the faithful and maintaining a temple, shrine or monastery.

Administration (Klingon Church) 1 (2)
Theology (Klingon) 2 (3)
Religious Rank +1

Colonist: The character lived on a Klingon colony world, helping tame it and make a good life for himself and his fellow colonists.

Colonist:

The character was a typical colonist, not significantly different from dozens of his fellows.

Craft (choose Specialization) 1 (2)
Planetary Sciences (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
+1 Specialization with any Template skill

Colony Administrator:

As one of the colony leaders, the character supervised matters of administration and kept in touch with the Klingon homeland.

Administration (Colony) 1 (2)
Persuasion (choose Specialization) 1 (2)
Planetary Sciences (choose Specialization) 1 (2)
+2 Skill or Discipline Renown

Envoy: The character served the Klingon Empire as an ambassador, diplomat, negotiator or similar representative to a foreign government.

Ambassador:

The character headed the Klingon embassy to another government or planet. (Characters may not take this package until they have taken at least two other appropriate packages, including other Envoy packages or various Military and Politics packages.)

Culture (choose Specialization) 1 (2)
Diplomacy (choose Specialization) 1 (2)
World Knowledge (choose Specialization) 1 (2)
+2 Skill Renown
+2 Discipline Renown
+2 Openness Renown
Rival -2

Diplomatic Attache:

The character served as an undersecretary in a Klingon ambassadorial delegation, an assistant to an ambassador or negotiator, or similar position.

Administration (Diplomatic Delegation) 1 (2)
Diplomacy (choose two Specializations) 1 (2) and (2)
Language (choose Language) 1

Negotiator:

The character worked as a member of a negotiating team seeking to obtain concessions from other governments on various matters.

Diplomacy (choose Specialization) 1 (2)
Mediation (choose Specialization) 1 (2)
Persuasion (Negotiation) 1 (2)
+1 Logic edge

Herbalist/Doctor: For cultural and biological reasons, Klingon medicine is primitive compared to Federation, Romulan or Cardassian medical practices. Klingon medicine derives from ancient traditions of herbalism. The Klingon herbalist (who sometimes goes by the title "doctor," especially when serving on a ship) usually treats diseases and injuries with special teas, poultices, and infusions. He may also know some modern medical techniques, but prefers not to use them unless absolutely necessary; his idea of anesthesia, for example, is for someone to hold the patient down (or knock him out) while he does the cutting. While herbalists' abilities are often represented with Science Skills, their knowledge derives from folklore, apprenticeships and other matters; for most characters, it's more "folk wisdom" about how the Klingon body works than formal training in the biological sciences.

Combat Medicine:

The character joined the military as a physician. During his tenure in the military he learned a great deal about treating battle injuries.

Energy Weapon (choose Specialization) 1 (2)
First Aid (Klingon; Wound/Combat Trauma) 1 (2) and (2)
Medical Sciences (choose Specialization) 1 (2)
+2 Skill Renown
Rival -1

Healer:

The character worked as a general healer, attending to any and all afflictions he felt qualified to treat.

Culture (Klingon Lore) 1 (2)
First Aid (Klingon) 1 (2)
Physical Sciences (Klingon Herbalism) 1 (2)
+1 Empathy edge

Herb Gathering:

The character traveled throughout the Empire, gathering and growing herbs for his pharmacopoeia and treating suffering patients along the way.

Life Sciences (Agronomy) 1 (2)
Physical Sciences (Klingon Herbalism) 1 (2)
World Knowledge (choose two Specializations) 1 (2) and (2)

Instructor: The character worked as a teacher, professor or other type of instructor.

House Teacher:

Having learned of his reputation as a scholar, one of the Empire's Great Houses hired the character to teach its children.

- Any two Academic Skills (choose Specializations) 1 (2) and 1 (2)
- Craft (Instructor) 1 (2)
- Culture (appropriate House) 1 (2)
- +4 Skill Renown
- Hunted -4 (employer House's enemies)

Weaponsmaster:

The character taught other Klingons weapon use skills (perhaps as a House instructor, perhaps as a "freelance" teacher).

- Craft (Instructor) 1 (2)
- Primitive Weaponry (choose Specialization) 1 (2)
- Weapon Master +4

Laborer: The character, typically a member of the lower classes or a warrior somehow fallen on hard times, worked as a common laborer somewhere in the Empire.

House Servant:

The character was a servant in one of the Great Houses.

- Craft (choose Specialization) 1 (2)
- Culture (appropriate House) 1 (2)
- Stealth (Avoid Master) 1 (2)
- +1 Dexterity edge

Ship:

The character worked on a Klingon ship as a menial laborer. During this time he befriended a junior Klingon officer.

- Craft (choose Specialization) 1 (2)
- Shipboard Systems (Environmental Systems or other appropriate Specialization) 1 (2)
- Systems Engineering (General Ship Maintenance) 1 (2)
- Contact +1
- If character does not already have -1 Diminished Social Status (reflecting his status as a commoner), add that and take an appropriate +1 advantage

Space Station:

The character worked on a Klingon space station in some low-level capacity. In his off-hours he gambled with his fellow laborers, earning a tidy sum to supplement his pay.

- Craft (choose Specialization) 1 (2)
- Gaming (choose Specialization) 1 (2)
- Shipboard Systems (Environmental Systems or other appropriate Specialization) 1 (2)
- +1 Dexterity edge
- OR
- Contact +1

Major Domo: The character worked for a Great House as one of its high-level, most trusted servants. Typically his parents or ancestors served that House in similar capacities for generations.

Butler:

The character served as a butler. Among his many responsibilities were waiting on table and arranging the setting in traditional Klingon fashion. He also had some responsibility for House security.

- Artistic Expression (Table Arrangement) 1 (2)
- Craft (Butler) 1 (2)
- Security (House Security Techniques) 1 (2)
- +1 Perception edge

Factotum:

The character was the House's chief general servant. He oversaw the other servants and sometimes even acted as an informal advisor to his masters.

- Administration (House Servants) 2 (3)
- Craft (Factotum) 1 (2)
- +1 Perception edge

Politics: Either through choice or circumstances, the character entered the rough and tumble world of Klingon politics.

Gin'tak:

The character is a *gin'tak*, a house adviser so trusted that he's considered part of the family. Even if he eventually leaves the House's service to pursue other opportunities, he always remains allied and associated with it—and its enemies will always be his as well.

- Culture (House) 1 (2)
- Diplomacy (Klingon Affairs) 1 (2)
- Politics (choose Specialization) 1 (2)

- Primitive Weaponry (choose Specialization) 1 (2)
- Sworn Enemy -2 (House's enemies)

Mover and Shaker:

Although he holds no formal office or position of power, the character is a "mover and shaker" in the Klingon political world. He can get things done through contacts, influence peddling and backroom dealing.

- Diplomacy (Klingon Affairs) 1 (2)
- Politics (Klingon) 2 (3)
- Contact +3
- Dishonorable -2

Political Warfare:

The character was involved in a nip-and-tuck political battle with another Great House. Whatever they fought over (the Narrator determines that), the character was one of his House's frontline operatives in this cold war...which sometimes turned quite hot.

- Demolitions (choose Specialization) 1 (2)
- Politics (choose Specialization) 1 (2)
- Primitive Weaponry (choose Specialization) 1 (2)
- +4 Aggression Renown
- +4 Skill Renown
- Sworn Enemy -3

Politician:

The character served in a general political post on Qo'noS or some other Klingon world, exerting what influence he could and hoping to someday rise through the ranks to the true circles of power. Those who covet his position try to make life difficult for him.

- Administration (choose Specialization) 1 (2)
- Diplomacy
- OR
- Law (choose Specialization) 1 (2)
- Politics (choose Specialization) 1 (2)
- +4 Discipline or Openness Renown
- Rival -1

Scientist: The character approaches science as a challenge—he must struggle with research and facts to uncover new scientific truths, make discoveries and breakthroughs and invent new technologies. He must also vie against other scientists trying competing with his research, or who criticize his theories.

Dabbler:

The character is a tinkerer, a hobbyist, a dilettantish dabbler in the sciences who might just make an important discovery or breakthrough someday.

- Any two Science skills (choose Specializations) 1 (2) and 1 (2)
- Knowledge (choose Specialization) 1 (2)
- Curious +1

Military Scientist:

The character puts his scientific skills to work for the IKDF or a House military. He tries improving existing weapons and defenses, inventing new ones and finding scientific ways to circumvent the enemy.

- Any Science skill (choose Specialization) 1 (2)
- Systems Engineering (choose appropriate Specialization) 2 (3)
- +1 Logic edge

Researcher:

The character researches fields for the advancement of Klingon science and technology. He sometimes forgets other goals while pursuing pure scientific knowledge.

- Any two Science skills (choose Specializations) 1 (2) and 1 (2)
- Any two Engineering skills (choose Specializations) 1 (2) and 1 (2)
- Fanatic -2 (advancement of pure science)

Trader: The character has worked as a trader, merchant or other member of the Klingon economy. According to Klingon culture, most persons involved in such professions are honorless parasites—and in truth, many Klingon traders care more about business and profits than honor.

Arms Merchant:

The character deals in weapons and other items related to warfare.

- Any one Military Skill (choose Specialization) 1 (2)
- Bargain (Weapons) 1 (2)
- Merchant (Arms Market) 1 (2)

Streetwise (Arms Black Market) 1 (2)
Dishonorable -2

Commodities Dealer:

The character buys and sells bulk quantities of one or more commodities, such as Ludugial gold, foodstuffs, or Spican flame gems.

Bargain (choose Specialization) 1 (2)
Merchant (choose Specialization) 1 (2)
Persuasion (Persuade Customer/Seller) 1 (2)
World Knowledge (choose Specialization) 1 (2)
Dishonorable -2

Free Trader:

The character plied the Klingon trade lanes, carrying goods from one world to another and selling them at a profit.

Bargain (choose Specialization) 1 (2)
Merchant (choose Specialization) 2 (3)
Shipboard Systems (Flight Control or other appropriate Specialization) 1 (2)
Dishonorable -2

Shopkeeper:

The character owns and operates a small shop selling food, shoes, weapons, entertainment equipment or any of a million other products. Because such merchants often form an important part of the community, he does not share the stain of dishonor that some of his mercantile brethren do.

Bargain (choose Specialization) 1 (2)
Law (Klingon Trade Laws) 1 (2)
Merchant (choose Specialization) 1 (2)
Holdings +1 (small shop)

Attributes And Edges

Any

Skills

Any

Advantages

Alertness (+2)
Commendation (+1 to +3)
Department Head (+1 to +4)
Famous Incident (varies)
Innovative (+1)
Promotion (+0 to +6)
Tactical Genius (+3)
Weapon Master (+2 to +6)

Disadvantages

See *Universal Background List*

Honor

The most important thing to a Klingon is his honor. A true Klingon is not just a warrior, he is an *honorable* warrior, one who conducts himself correctly and maintains proper relationships with other Klingons. To act dishonorably brings upon one's self the greatest possible shame in Klingon society.

Honor

Klingons have *Honor* instead of Courage. Generally the higher a Klingon's Honor Total, the more honorable he is. Except as detailed below, rules applying to Courage Points apply to Honor as well. Where an advantage or other rule refers to spending Courage, Klingons spend Honor.

A Klingon character starts the game with a base of 1 Honor, and adds to that a number of points equal to the total of his current Aggression and Skill Renown. Little-known warriors won't have much Honor yet; they must earn it by proving themselves with proper heroic and noble—that is, honorable—deeds. During character creation, a character may acquire additional Honor, or lose Honor, based on his House, or advantages and disadvantages he takes. This reflects how others automatically consider members of some Houses, and characters with certain personal qualities, more honorable than the average Klingon.

As a character's current Aggression and Skill Renown Aspects change, so will his Honor total. If those Aspects increase, so does the character's Honor; if they decrease (due to earning negative Renown), he loses Honor. Unlike Renown Tests, which look at the total Renown earned by the character (regardless of positive or negative value), Honor depends on the character's current Aggression and Skill totals. If a character has 6 Aggression Renown and earns -4 for negotiating instead of fighting, determine his Honor from his current Aggression

Renown score—2 Aggression—not from his absolute total (10 Aggression, 6 positive, 4 negative).

Tracking Honor

During the game, a player keeps track of two elements regarding his character's Honor: his Total Honor and his Spent/Unspent Honor.

Total Honor

Total Honor represents the total amount of Honor a character has earned, regardless of whether he's spent any Honor. For example, if Borag, son of K'dral, has 8 Honor (1 + 4 Aggression + 3 Skill), his Total Honor is 8. If he spends 3 points during an episode, his Total Honor remains 8. If, during a later episode, Borag shows courage and gains +2 Aggression Renown, his Total Honor becomes 10; if he instead shows cowardice and earns -4 Aggression, his Total Honor becomes 4.

Total Honor indicates how Klingon society views the character. As long as it remains positive, he's considered honorable, though the lower the score, the less well-regarded he is. When making a Renown Test to determine if one Klingon knows another Klingon, add the subject's Total Honor to his overall Renown total (see pages 122-23 of the *Star Trek: The Next Generation Roleplaying Game* core rulebook or pages XX-XX of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook). If the Renown Test succeeds, others know the subject both for the appropriate Aspect and for his honorable nature.

Spendable Honor

Spendable Honor represents the Honor a character can use to accomplish things during the game. At the beginning of the series, Spendable Honor equals Total Honor. Divide it into Spent Honor and Unspent Honor so you can keep track of how much your character has left to use. To continue the above example, if Borag starts the game with 8 Total Honor, he initially has 8 Spendable Honor as well. Since he hasn't spent any yet, he has 0 Spent Honor, 8 Unspent Honor. During his first episode, he spends 3 Honor. He now has 3 Spent Honor and 5 Unspent Honor. That means he only has 5 points of Spendable Honor left to use (until he somehow earns more). His Total Honor remains 8.

Spending all a character's Spendable Honor doesn't necessarily make him "honorless" or dishonorable; look to his Total Honor score see if he's considered honorable. It just means he's used up all his self-control and his ability to use his Honor to accomplish things.

Using Spendable Honor

Klingon characters can use Spendable Honor three ways: to improve Test Results; to affect game play; and to maintain self-control. Honor points spent in these ways do not "refresh" at the end of the scene or episode like Courage Points; once spent, they're forever gone (though the character's Total Honor remains the same).

Improving Test Results

A Klingon character can spend Honor to improve Test Results (the player does not have to decide to use Honor until after he rolls). Each Honor point spent increases the final Test Result by 1. A character can spend up to 4 Honor per round to affect Test Results. He may spend Honor this way as often as he likes, though only the most foolhardy and disrespectful Klingons use theirs recklessly.

Affecting Game Play

Klingons can also spend Honor to affect the course of events during an episode or rally help to their cause. In effect the character trades on his honorable reputation to "call in favors," convince other Klingons to follow a certain course of action or ally with him. The Narrator determines the cost for using Honor in this fashion; the greater the effect the character wishes to achieve, the greater the Honor cost. The accompanying table lists some suggested costs, but Narrators should alter these as necessary to suit their series.

Honor Costs

Cost Favor or Outcome Sought

1-2	Obtain sensitive information
3-5	Obtain classified information
6+	Obtain top secret information
2-4	Rally a powerful Klingon to your side during a political debate
3-6	Rally a House to your side during a political debate
4-8	Rally a powerful warrior to your side during a civil war, inter-House conflict

6-12 Rally a House to your side during a civil war, inter-House conflict

1-6 Asking a powerful Klingon to intervene on your behalf and provide assistance (cost depends on type of assistance requested and how quickly it's needed)

Modifiers

+1-2 Favor requested might place the person/House of whom it is requested in a controversial, dangerous, or vulnerable position

+1-2 Favor requested might require the person/House of whom it is requested to take extraordinary effort or expend significant resources (including its own Honor)

+3-6 Favor requested is, or seems, dishonorable (even if ultimately for the good of the Empire)

varies Person of whom favor or assistance is requested holds an important position (Narrator may add some or all of the Total Honor "cost" of that person's Political or Religious Rank to the cost)

Klingon characters do not have to spend Honor to request assistance from a fellow player character (you should roleplay that), or from an Ally, Contact, Favor Owed, or Patron (for which he already spent Development Points). The Narrator may make an exception if the favor requested seems somehow questionable or dishonorable, or requires the other Klingon to make extraordinary efforts.

Keeping Control

A Klingon can spend Honor to keep his temper when insulted, control himself when confronted with something he feels passionately about, or otherwise "keep his cool" in the face of his natural Klingon instinct toward aggressive action (it costs him Honor not to respond in the expected, honorable, Klingon way).

Whenever another Klingon insults a Klingon character, or a Klingon character experiences circumstances or sensations which test his self-control, he must spend 1 Honor or react in an appropriately "Klingon" way, such as attacking the person who insulted him or aggressively pursuing a desired person or object. In effect the character trades Honor for the ability to remain calm (which has benefits of its own that often outweigh the Honor spent); if he prefers to maintain his honor, he must act as a Klingon would (which may have negative social consequences). Some characters must spend extra Honor in certain situations, as dictated by their disadvantages (see Chapter Two of Book Two in this boxed set).

Gaining and Losing Honor

A Klingon's Spent/Unspent Honor totals fluctuates frequently, and his Total Honor can change as well in several ways:

Changes To Renown

A Klingon's actions can change his Aggression and/or Skill Renown. He can earn positive Renown for his aggressive and skillful deeds, or negative Renown for pacifistic, cowardly or incompetent actions. As these Renown totals change, so does his Total Honor, as described elsewhere in this section.

Honorable and Dishonorable Actions: Honor Awards

To maintain his Total Honor, a Klingon character must act honorably. Dishonorable actions often reduce his Total Honor. The Narrator can simulate this by awarding or subtracting points to or from the character's Total Honor, much like giving a character Experience Points to reward good performance in the game. Each Honor point awarded increases the character's Total Honor by 1 (and thus gives him +1 Unspent Honor). Every Honor point subtracted reduces his Total Honor by 1 (which may affect his Unspent Honor; see below). The Narrator determines the amount of an Honor award or penalty.

A Narrator can award or subtract Honor regardless of whether or not he awards Renown points or Experience Points. An Honor reward may be appropriate for a Klingon character whose accomplishments do not correspond well to any one Renown Aspect.

Spending Development and Experience Points

At the Narrator's option, a character can increase his Unspent Honor at the rate of 1 Development Point per Honor point, or 2

Experience Points per Honor point, not to exceed the Klingon's current Total Honor. This allows players an additional, and yet costly, way to renew their Unspent Honor by exchanging potential for character development for resources to affect events in the game.

Losing Total Honor

Sometimes a loss of Total Honor also affects a character's Unspent Honor. If a Klingon's Total Honor decreases to less than his current Unspent Honor, automatically reduce his Unspent Honor to equal his lower Total Honor.

Example:

Borag begins the series with 8 Total Honor (1 + 4 Aggression + 3 Skill). He has 8 Unspent Honor and 0 Spent Honor. During the first episode he defuses a potentially violent situation by negotiating, which earns him -2 Aggression Renown. This reduces his Total Honor to 6. Since his Unspent Honor is greater than 6, the Narrator automatically reduces it to 6. Thanks to his non-Klingon actions, he's lost 2 points of spendable Honor before even having the chance to use them.

Alternately, suppose he spent 3 Honor before the negotiations, giving him 5 Unspent and 3 Spent Honor. When his Total Honor decreases to 6, he doesn't lose any Unspent Honor, because 6 is greater than 5.

House Honor and Individual Honor

Certain Klingon Houses have reputations as honorable Houses who turn out honorable warriors. Others, like the House of Duras, do not share such an enviable distinction. A Klingon character's House affects his Honor in some ways, and vice-versa.



To determine a House's Total Honor, the Narrator simply calculates it from the House's Aggression + Skill Renown (Houses don't get an initial 1 point). He then adjusts it up or down to reflect the House's general reputation for honorable/dishonorable conduct and the deeds of its members. Houses do not have Spendable Honor.

House Honor improves the chance that another Klingon has heard of a particular member of that House. Divide the House Honor by 10 and add the quotient to a Klingon character's Total Honor when another character makes a Renown Test to determine if he knows about that Klingon.

House Renown Tests

A Klingon can use a House's Renown to determine who he knows in that House, much like Federation citizens use Starship Renown to figure out who they know in a particular ship's crew. He makes a Renown Test for the House. For every point by which he exceeds the Renown Test Difficulty, he knows one person associated with that House (typically its leaders or other prominent figures, such as player characters).

Example:

Borag makes a Renown Test to determine what he knows about the House of Chang (Aggression 52, Discipline 30, Initiative 48, Openness 21, Skill 61; total 212). The Narrator determines that Aggression is the most appropriate Aspect. Borag rolls 10 dice (the maximum he can roll for a Renown Test), and gets a 6 as his best result. To this he adds 21 (212 divided by 10) for a total of 27. Since the Test had a Difficulty of 7, he knows 20 people associated with the House of Chang.

The Total Honor a character earns or loses in terms of Honor Awards also affects his House's Honor, since a House is only as honorable or dishonorable as its past and current members. Whenever a prominent House member (including any player character) earns or loses a point of Total Honor as part of an Honor Award, his House earns or loses the same number of points from its House Honor.



ICGN SYSTEM KLINGON BOOK 2

Chapter Two: Traits

This chapter discusses special applications for existing skills, advantages and disadvantages for Klingon characters, and provides many new traits specifically for Klingons. Players should check with their Narrators before taking these abilities for non-Klingon characters.

Skills

Klingons value skill and competence. While their militaristic nature seems like pure belligerence and aggression to many other species, Klingons take warfare seriously. They train many long hours to perfect their fighting skills, and take great pride in them. A Klingon who cannot fight well dishonors himself, his House and the Klingons who taught him.

Klingons apply a similar ethos to most other abilities and skills—if he's not going to do something well, a Klingon often won't bother to learn how to do it at all. Poor performance is disgraceful. A Klingon who studies and practices enough to become an acknowledged "expert" in a particular field may even receive a special title (such as *Basai* master for poets or *Dahar* master for warriors) to recognize his abilities.

The rich Klingon culture gives them a different perspective on, or way of performing, certain tasks. A Klingon's approach to creating artwork may differ from that taken by Andorians, Humans, Cardassians or other species. The following notes details the key differences between *Star Trek: The Next Generation* and *Deep Space Nine Roleplaying Games* skills as learned by characters raised and trained as Klingons.

Dishonorable Skills

Most Klingons regard certain skills as dishonorable, either because they're "sneaky" or because they provide some unfair advantage (in combat or otherwise). Any Klingon using one of these skills may suffer a loss of honor (including Total Honor points). Dishonorable skills include: Behavior Modification, Disguise, Espionage, Fast Talk (involving deception), Gaming (to cheat at games) and Sleight of Hand (to fool or trick people, especially in combat).

Command Skills

As experienced by Commander William Riker and other Starfleet personnel who served aboard Klingon ships as part of the Officer Exchange Program, Klingons use a very different approach to the command and administration of a starship or space station than most other species. Since the Klingon military does not have a formal command branch, command becomes a "survival of the fittest" matter—a Klingon who feels a superior officer is weak, or has made an incorrect decision, can challenge him, settling the matter in a "trial by combat" fashion. Often Klingons challenge each other on the basis of honor, resolving the contest through fierce arguments which often degenerate into trial by combat. This ensures only the bravest, most skilled and honorable warriors hold the most important positions.

Administration

Except for the Logistics Specialization, Klingons generally scorn this skill. Only lesser species or old men work with datawork and negotiate with bureaucrats. A Klingon would rather fight his way to the heart of some bureaucratic tangle than talk his way through it.

Diplomacy

While the term "Klingon diplomat" is an oxymoron throughout much of the galaxy, in truth Klingons make fine diplomats—at least the older, more level-headed ones. Provided they can hold their tempers in check, their aggressiveness and willing to abide by honorable agreements serves them well at the negotiating table.

Operations Skills

First Aid

While warriors of most species learn this skill to keep themselves and their comrades alive, Klingons often ignore it entirely—after all, a true Klingon warrior can withstand several injuries and still fight better than other species! They prefer to rely on their *brak'lul*, temper and fighting skills

instead of retreating to the doctor every time they get cut or shot. (The same rationale applies to Medical Sciences.)



Projectile Weapon

This skill is unusually common among Klingons. Although it has little practical use in battle, many warriors make a hobby of collecting and studying ancient weapons. Some of their collections are both impressive and valuable.

Other Skills

Charm

Klingons rarely possess this skill as most other species conceive of it—even Klingon courtship doesn't involve what most people would consider "charm." But some have Specializations such as Inspire or Appeal To Honor which reflect the ways one Klingon warrior makes an emotional appeal, or one based on honor, to another Klingon warrior.

Intimidation

Since Klingons profoundly respect honor, the greater a Klingon's Total Honor, the more intimidating he seems. To reflect this, any Klingon may divide his Total Renown by 10 (round down), and add the quotient to the Test Result of all Intimidation Tests he makes against other Klingons. The Narrator may deny a character this bonus if he attempts intimidating an enemy or other Klingon who has no respect for him.

While they can inflict pain as effectively as the Romulans or Cardassians (albeit not as elegantly, perhaps), Klingons prefer the Bluster and Cross-Examination Specializations of this Skill to Torture. They enjoy cowing a subject more than they do causing him pain.

Language

The Klingon tongue contains many dialects. *Ta'HoI* (the "Emperor's Language") is the standard dialect, the one

associated with the First City and spoken by the majority of Klingons. When other species learn to speak "Klingon," they usually learn this tongue. Other regions and planets within the Empire have their own dialects; however, some sound so similar to *ta'Hol* that characters need no separate Language skill to speak them. But others are completely different languages (just like Earth's Chinese has Mandarin, Cantonese, Fukienese and other "sub-tongues" not mutually intelligible). These dialects use different sentence structure and words (if not different sounds or writing systems). A speaker of *ruq'e'vet Hol* (Ruk'evet Language, also called *ruq'Hol*) would not comprehend, or might misunderstand, speech or writing in *ta'Hol*. A character from Ruk'evet would probably have two Language skills—*ta'Hol* and *ruq'Hol*.

Some Klingon dialect characters might learn include *Krotmag*, *Morskan*, *Sakrej* and *Vospeg*.

New Skills

The following new skills apply mainly to Klingon characters, since they reflect certain aspects of Klingon culture. If non-Klingons wish to learn them, the Narrator must decide whether this is possible, making the necessary changes as appropriate (for example, substituting Courage Points for Spendable Honor).

Mockery (Presence) Category: Other

Any Klingon can insult another Klingon simply by saying something rude to him. But some Klingons are particularly skilled at turning insulting phrases or belittling their fellows when engaging in *del'jok* ritual insult duels. Characters can use Mockery to obtain the upper hand in ritual insult duels, which may lead to other game bonuses or benefits. When engaged in a war of insults with another Klingon, the character makes a Mockery Test. The higher the Test Result, the more effective his insult seems. The Test Result establishes the Difficulty for a Mockery or Presence Test (modified by Willpower) which the target must attempt (similar to using Dodge to establish Difficulty Numbers for combat). If the target makes the Test, he retains self-control. If he fails the Test, he must either pay 1 Spendable Honor to retain self-control or respond to the insult in some appropriately Klingon way (this means the target has lost the *del'jok*, but the character with Mockery may be the worse for his victory).

Example: *Ghoret (Presence 3, Mockery (Barbed Comments) 2 (3)) and Tussak (Presence 2) participate in del'jok. Ghoret says, "You are a dull-toothed vaSa-serpent who subsists on offal because you fear to obtain better fare!" He makes a Mockery Test and rolls three dice (for his Presence). His best result is a 4, to which he adds 3 from his skill. Tussak must make a Presence Test against Difficulty 7 to resist losing his temper. Tussak rolls his two dice, but only gets a 3 and a 4, so he fails. Rather than lose the duel so early, Tussak spends 1 Spendable Honor point to keep his temper in check, but he still feels his hand wanting to reach for his dagger to teach this pahk a lesson he won't soon forget....*

Players should roleplay their characters' use of Mockery. If they create particularly good insults, or ones which (intentionally or not) jab one of the target's sore spots, they receive a Test Result bonus (typically +1, or +2 at most). If their insult sounds weak or poorly delivered, they may suffer a corresponding penalty.

The Narrator can use the Test Result from a Mockery Test to gauge onlookers' reaction to an insult. A Test Result of 7 might inspire a few smirks or a guffaw among the Klingons observing the duel. A Test Result of 13 could cause the crowd to laugh aloud at the offended Klingon, since the insult is particularly clever, vicious and biting.

Mockery typically applies only when a Klingon insults another Klingon. A Klingon character can make a Mockery Test against a member of another species, but unless he gets a very good Test Result (10 or higher), much of the insult's meaning and innuendo in the insult is lost on its target.

Note: Characters don't need Mockery to run ritual insult duels. You can roleplay *del'jok* quite easily with few Tests of any kind. But not all players are good at thinking fast on their feet and using their wits as an experienced Klingon might. The Mockery mechanics can help such players create appropriate characters which transcend their own (the players') limitations. A player can play a witty Klingon character if he wants to, regardless of his personal skills.

Specializations:

Ancestral Insults, Barbed Comments, Classic Jibes, Sarcasm

Battle Trance (Psi)

The Klingon wills himself into a trance state in which his aggression runs unchecked. He recklessly draws on his own life energy to gain strength, speed and accuracy in combat. At the start of the trance, he takes 2d6 damage and gains a +2 modifier on all Unarmed Combat or Primitive Weaponry tests for its duration. During the trance, he may at any time take another 2d6 damage to get an additional +1 modifier. The Trance lasts for X rounds, where X is the difference between Difficulty and Test Result. The character may, if he so desires, try to regain his trance state immediately after dropping out of it. Difficulty of achieving the battle trance depends on how distracting his environment is when he attempts the trance:

Routine: Character is alone in a familiar, soundproof chamber

Moderate: Alone in an unfamiliar but quiet place

Challenging: Character is among others preparing for battle

Difficult: Character is on the field of battle, but has not yet engaged, or been engaged by, an opponent

Nearly Impossible: Character is already fighting an opponent

Stare of Krug (Psi)

Krug, one of Kahless' faithful retainers, was famous for his ability to terrify an opponent with the raw fury in his eyes. The character must stare his opponent directly in the face; his opponent must see him doing this. If the character succeeds, his victim becomes progressively more fearful with each attempt to hit him. The opponent's first attempt to hit suffers a -1 modifier; his second, a -2 modifier; and so on. The effect lasts for X rounds, where X is the difference between Difficulty and Test Result.

Routine: The last time you used your Stare of Krug against this target, he failed to resist

Moderate: Target doesn't fit into any of the categories listed below

Challenging: The last time the target faced a Stare of Krug delivered by someone else, he successfully resisted it

Difficult: The last time the target faced your Stare of Krug, he successfully resisted it

Nearly Impossible: Target's Aggression Renown vastly exceeds your own

Klingon Martial Arts

Given the Klingon culture's aggressive and militaristic nature, it comes as no surprise that Klingons have been developing armed and unarmed martial arts styles for millennia. While the Klingon *Suv'DuSaQmey*, or "fighting schools," are not as numerous or varied as those of some cultures (such as the Andorians), they still present a wide range of options for characters to learn formal Klingon fighting arts.

The Klingon term *SuvlaH* (literally, "Fighting Abilities") signifies "martial arts," both armed and unarmed (*Suv'DuSaQmey* more properly signifies the entire body of Klingon martial arts and styles/schools). In this context *laH* signifies "fighting style" more than just "ability," similar to some applications of the Earth term *jutsu*. The general term for a martial artist is *SuvlaH'wi'*.

Klingon martial arts rely on power and strength, focusing on offensive rather than defensive capabilities—proud Klingon warriors avoid looking like they are constantly avoiding attacks in a most cowardly fashion! Klingon spiritual philosophy, however, helped influence certain "soft" fighting styles which emphasize circular motions and use an opponent's force against him. Some of these styles, such as *Mok'bara*, passed beyond the Empire's bounds for other citizens of the galaxy to learn (few non-Klingons possess the strength and stamina to use the more aggressive Klingon fighting forms).

Armed martial arts are Specializations of Primitive Weaponry; unarmed styles are Specializations of Unarmed Combat. The text

below provides details on the primary unarmed and armed maneuvers which comprise Klingon martial arts. Descriptions of various fighting styles list maneuvers for each by name only. Narrators can adapt any of these styles to the expanded, optional martial arts rules from the *Star Trek: The Next Generation Players' Guide*; asterisks indicate advanced maneuvers for each style.

Fighting Competitions

Klingons frequently engage in martial arts competitions to hone their fighting skills and demonstrate their prowess. Competitions fall into two broad categories: *vuS* ("Limited") and *vuSbe'* ("Unlimited"). Unlimited competitions involve full-contact fighting with no holds or maneuvers barred, and usually result in the injury or death of both fighters. Limited competitions forbid certain maneuvers or weapons so Klingon warriors don't kill each other during a sporting event. For example, some *bat'leth* fighting matches ban the *T'gha* maneuver (involving a slash at the head); *Mok'bara* competitions restrict the *KoH-man-ara* block, which can cause serious injury.

Unarmed Maneuvers

Advanced Strike (*Dos'Qa*)

Difficulty: 7

Damage: 4+1d6

Effect/Notes: Similar to the Basic Strike, but more powerful and difficult to execute, the Advanced Strike represents various types of kicks and strong punches.

Basic Strike (*cho'Qa*)

Difficulty: 6

Damage: 2+1d6

Effect/Notes: The Basic Strike represents a wide variety of punches, short kicks, and other attacks.

Bearhug (*yo'Hegh*)

Difficulty: 4

Damage: 3+1d6

Effect/Notes: The character can only use this maneuver following a successful Grab (not including Joint Lock), allowing him to squeeze his opponent for damage.

Escape (*yo'jun*)

Difficulty: 6

Damage: N/A

Effect/Notes: Combatants use this maneuver to escape from Grabs, Joint Locks, and similar attacks. It grants the defender a +2 bonus to his Fitness + Strength Test when making an Opposed Roll to escape such maneuvers. Using Escape counts as an Immediate Action, but may only be attempted once per round.

Grab (*yo'breH*)

Difficulty: 7

Damage: N/A

Effect/Notes: If successful, the character grabs two of his opponent's limbs (usually his arms) and effectively immobilizes them, preventing the attacker from using them until freed. The characters make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limbs. If the rolls tie, one limb is freed; if the target wins the roll, he frees both limbs; if the aggressor wins, the target remains held. This Opposed Test is an Immediate Action, but may only be attempted once per round. The attacker must use both his arms to perform this maneuver.

Joint Lock (*taS'Hlv*)

Difficulty: 7

Damage: N/A

Effect/Notes: If successful, the character grabs one of his opponent's limbs (usually an arm) and effectively immobilizes it, preventing the attacker from using that limb until freed. The characters make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limb. This Opposed Test is an Immediate Action, but may only be attempted once per round. The aggressor may use his other limbs to attack, but all such attempts are at -2 due to his awkward position. A character may use both his arms to immobilize opponents, but this restricts his own ability to make other attacks.

Joint Twist/Break (*taS'ghor*)

Difficulty: 9

Damage: Special

Effect/Notes: This maneuver immobilizes one of the target's limbs just like Joint Lock; however, the aggressor also twists the joint to cause his victim agonizing but nondamaging pain. The target takes 2+1d6 Stun damage for every round caught in the Joint Twist; rules for Stun damage are found on page 133 of the *Star Trek: The Next Generation Roleplaying Game* core rulebook. If the attacker wishes, he may make an Opposed Test against his victim using Fitness (modified by Strength and the aggressor's significant advantage) to break the grabbed joint, causing the character to become Incapacitated and making the limb useless until healed.

Power Strike (*Qaw'Qa*)

Difficulty: 8

Damage: 5+1d6

Effect/Notes: A stronger, fiercer form of Advanced Strike, the Power Strike simulates certain types of very powerful attacks, but is difficult to execute properly.

Precision Strike ()

Difficulty: 8

Damage: 3+1d6 Stun

Effect/Notes: The character uses this strike to attack nerve centers and other vulnerable spots on the target's body, causing Stun Damage.

Slam (*yo'Qa*)

Difficulty: 5

Damage: 3+1d6

Effect/Notes: The character can only use this maneuver following a successful Grab (not including Joint Lock). The aggressor picks up the grabbed character and smashes him into the ground, while retaining his hold on the grabbed character.

Takedown (*woDu'Qa*)

Difficulty: 8

Damage: 3+1d6

Effect/Notes: The attacker throws his opponent to the ground. Besides taking damage from this attack, the victim suffers penalties for being prone until he gets to his feet (which takes an action).

Throw (*woDu*)

Difficulty: 8

Damage: 1+1d6

Effect/Notes: The attacker throws his opponent to the ground. The victim suffers penalties for being prone until he gets to his feet (which takes an action).

Armed Maneuvers

Blunt Attack (*qutlh'QaSl*)

Difficulty: 6

Damage: Special

Effect/Notes: The character strikes his opponent with the blunt part of an edged weapon, inflicting the weapon's damage as Stun Damage.

Feint (*toj'QaSl*)

Difficulty: Special

Damage: +3

Effect/Notes: This blow fools the opponent, creating an opening it exploits. The opponent makes a Routine (5) Primitive Weaponry or Intellect Test to detect the feint. If he succeeds, the subsequent attack has a Difficulty of 9; if he fails, the Difficulty is 6.

Guarded Strike (*Hub'QaSl*)

Difficulty: 7

Damage: +1

Effect/Notes: A quick, carefully guarded blow. Any attempts to dodge or block in that same round, or in the next round before the character launches any further attacks, receive a +1 Test Result bonus.

Jab (*q'gh'QaSl*)

Difficulty: 6

Damage: +1

Lunge

Difficulty: 8

Damage: +3

Effect/Notes: The character moves up to 3 meters (minimum of 1 meter) toward his target, using the momentum of his movement to increase the attack's power.

Power Slash (*Qaw'QaSl*)

Difficulty: 9

Damage: +4

Shove

Difficulty: 6

Damage: N/A

Effect/Notes: This maneuver must follow a Block. The character catches his attacker's weapon on his own, then exerts his strength to push the attacker away from him (to gain room to maneuver, to knock him down, to throw him through a window or off a roof). If the Shove succeeds, the character pushes the victim back 1-2 meters. The opponent also falls down unless he makes a Routine (4) Acrobatics, Athletics or Coordination Test (his choice). Of course, the victim can Block the attack and remain locked in a fighting clinch with his opponent.

Skilled Attack (*po'QaSl*)

Difficulty: Special

Damage: +2

Effect/Notes: The character makes a special attack with his weapon. Although difficult to execute properly, this maneuver is equally difficult for the target to block. If the target attempts to block; use the lower of 8 or the Block's Test Result when determining the Difficulty Number for this maneuver.

Slash (*Dop'QaSl*)

Difficulty: 8

Damage: +3

Thrust

Difficulty: 7

Damage: +2

Weapon Flourish (*nuH'ang*)

Difficulty: 7

Damage: N/A

Effect/Notes: The character performs a fancy, elaborate pattern woven in the air with his weapon to intimidate his opponent. He makes a Moderate (7) Primitive Weaponry Test in an Opposed Test against his opponent's Intimidation skill (or Presence), modified by Willpower. If the character wins the contest, his opponent becomes intimidated by his seemingly high level of combat skill. He suffers a -1 Test Result penalty to any Tests related to attacking the character, or defending against the character's attacks, in that round or the next round.

Maneuvers for Armed and Unarmed Combat

Block (*man'ara*)

Difficulty: N/A

Damage: N/A

Effect/Notes: This maneuver parries a hand-to-hand attack (if attacker is armed, character using Block may need to use a weapon). The character rolls a Test (using his Primitive Weaponry or Unarmed Combat, as appropriate) to establish a Difficulty for hitting him with such attacks.

Disarm (*nuHbe'*)

Difficulty: 9

Damage: Special

Effect/Notes: This maneuver allows a character to disarm an armed opponent by striking the weapon from his hand. If the Unarmed Combat or Primitive Weaponry Test succeeds, the two characters engage in Opposed Tests with their Fitness (modified by Strength); the aggressor receives a +2 bonus to his Test Result. If he wins the Opposed Roll, his opponent's weapon falls 1d6 meters away; if he fails, his opponent retains the weapon.

Taunt (*tlch*)

Difficulty: 7

Damage: Special

Effect/Notes: The character insults, belittles, mocks and taunts his opponent, causing him to lose his temper and attack without regard for his own safety. The character rolls a Test (using his Primitive Weaponry or Unarmed Combat, as appropriate, or Mockery if he has that skill) in an Opposed Test against his opponent's appropriate skill (Primitive Weaponry or Unarmed Combat) or Presence, modified by Willpower. If the opponent succeeds, he laughs at the character's taunts. If the character succeeds, his opponent becomes enraged. For the next 1d6 rounds, the opponent attacks only the character, and does not dodge or block, only attack using his most powerful blows.

Unarmed Combat Styles

Mok'bara

This style stresses Klingon spirituality and the controlled use of the fighter's temper and strength. Its primary attacks include palm strikes, allowing greater control of force than punches or kicks. While not especially popular among the Klingons themselves (since it doesn't allow for expressions of raw power like *qel'Qa* and *VeSwl'HoS'laH*), many non-Klingons learn it, often comparing it to Earth's Aikido or Tai Chi Ch'uan, or Bajor's *Ga'shon Adrala*.

Mok'bara Maneuvers:

cho'Qa (Basic Strike)

Dos'Qa (Advanced Strike)

man-ara (Block)

pup'Qa (Precision Strike)*

taS'ghor (Joint Twist/Break)*

taS'HLv (Joint Lock)

tlch (Taunt)

woDu (Throw)

woDu'Qa (Takedown).

qel'Qa

Known to members of other species as "Klingon Boxing," or simply "Smash-Fist," *qel'Qa* is one of the most brutal fighting styles in the galaxy. It barely qualifies as a style, since it employs a limited number of maneuvers and they show relatively little polish. Typically a *qel'Qa* fighter simply punches his opponent with unrestrained fury, counting on his own toughness to prevent himself from taking damage. Nevertheless, a skilled *qel'Qa* fighter appreciates the value of a good block or well-timed sidestep.

qel'Qa Maneuvers:

cho'Qa (Basic Strike)

Dos'Qa (Advanced Strike)

man-ara (Block)

Qaw'Qa (Power Strike)*

tlch (Taunt)

yo'breH (Grab)

yo'Qa (Slam)

Tlqul'bara

Many believe Kahless himself created *Tlqul'bara*, the most versatile of the Klingon martial arts passed down by one master after another for countless centuries. During that time over two dozen variants developed in different regions, some from the teachings of unorthodox masters. *Tlqul'bara* uses a wide variety of maneuvers, including kicks—relatively rare in Klingon martial arts. Unfortunately practitioners do not respond well when grabbed, restrained or confined; they need maneuvering room to use their skills properly. Some fighters have adapted grabbing and escaping techniques from other styles to compensate.

Tlqul'bara Maneuvers:

cho'Qa (Basic Strike)

Dos'Qa (Advanced Strike)

man-ara (Block)

pup'Qa (Precision Strike)*

Qaw'Qa (Power Strike)*

tlch (Taunt)

woDu (Throw)

woDu'Qa (Takedown)

VeSwl'HoS'laH

The "style of the warrior's strength" combines boxing and wrestling elements to create a style which, while still depending primarily on the fighter's strength and ferocity, is not so brutal as *qel'Qa*.

VeSwl'HoS'laH Maneuvers:

cho'Qa (Basic Strike)

Dos'Qa (Advanced Strike)

man-ara (Block)

tlch (Taunt)

yo'breH (Grab)

yo'Hegh (Bearhug)

yo'jun (Escape)

yo'Qa (Slam)

Armed Combat Styles

Bat'leth'laH

The art of fighting with the *bat'leth*, or Klingon crescent-sword, evolved into dozens of different sub-styles from the Klingon culture's great emphasis on skill with this weapon. Some *bat'leth* schools focus on very precise or "exotic" maneuvers (such as sweeps, or cutting specific tendons to incapacitate opponents); others simply employ the basics and try finding new ways to defeat an opponent's maneuvers. Because the *bat'leth* is such a versatile weapon, masters developed many different maneuvers—from short jabs with the forward tines and broad slashes, to powerful overhand chops and legsweeps.

Bat'leth'laH Maneuvers:

- Dop'QaSI* (Slash)
- ghoS'QaSI* (Thrust)
- HubQaSI* (Guarded Strike)*
- man'ara* (Block)
- nuH'ang* (Weapon Flourish)*
- nuHbe'* (Disarm)
- nuHyuv* (Shove)
- po'QaSI* (Skilled Attack)*
- Qaw'QaSI* (Power Slash)*
- qlgh'QaSI* (Jab)
- qutlh'QaSI* (Blunt Attack)
- tlch* (Taunt)
- woDu'Qa* (Takedown)

Mek'leth'laH

Although scorned by many *bat'leth* fighters as a lesser weapon, in the hands of a trained warrior the *mek'leth*, or Klingon short sword, can be a versatile and deadly weapon. Its unusual shape allows for short slashes and thrusts, powerful chops, and a wide range of blocks, locks and disarms.

Mek'leth'laH Maneuvers:

- Dop'QaSI* (Slash)
- ghoS'QaSI* (Thrust)
- HubQaSI* (Guarded Strike)*
- man'ara* (Block)
- nuH'ang* (Weapon Flourish)*
- nuHbe'* (Disarm)
- po'QaSI* (Skilled Attack)*
- qlgh'QaSI* (Jab)
- qutlh'QaSI* (Blunt Attack)
- tlch* (Taunt)

Advantages

Existing Advantages

Unless noted otherwise, these advantages apply to Klingons as detailed in the *Star Trek: The Next Generation Roleplaying Game* core rulebook and supplements, and other Last Unicorn Games *Star Trek* products.

Combat Advantages

The following advantages occur with greater than normal frequency among Klingons due to their society's emphasis on conflict and aggressive approaches to problems: Alertness; Battle-Hardened; Bold; Quick-Draw; Resolute; Sixth Sense; Strong Will; Toughness; and Weapon Master. Of course, all pure-blooded Klingons have High Pain Threshold and Organ Redundancy (*brak'ul*) as a function of their physiology.

Courage and Renown Advantages

Advantages which provide a character with Courage Points (either permanently or for discrete purposes) provide Klingons with Spendable Honor points instead. Advantages which affect his Skill or Aggression Renown likewise affect his Total Honor.

Alien Upbringing (+1)

Because of Klingons' warlike nature, they sometimes leave "war orphans" on Klingon outposts in their wake. Members of other species sometimes rescue and raise these children (Starfleet's Lt. Cmdr. Worf is one example). A Klingon raised in a non-Klingon environment may or may not make the effort to study and follow his Klingon heritage; doing so usually requires some effort, especially if his parents' species or world does not maintain cordial relations with the Klingon Empire. For further discussion of how Alien Upbringing affects Klingon characters, refer to the Alien Adoption Early Life History package under Background History in Chapter One of this book.

Commendation (+1 to +3)

The accompanying table lists some of the Commendations Klingon characters can earn. Each award includes a bonus to Total Honor. Most commendations include medals or other decorations worn on the warrior's baldric or uniform.

Klingon Commendations

Cost	Total Honor	Commendation
1	1	Kre'jok, Ribbon of the Empire, Award of Merit
2	2	Empire Medallion, Ta'Qal, Star of Kahless
3	3	Order of the Bat'leth, Order of Kahless, Jaq'togh

Rank (Military, Political, Religious)



Klingons do not buy the Department Head, Promotion, Political Rank or Religious Rank advantages like other characters. Instead, they take such positions by killing the person who holds them in honorable combat, or receive appointments to them based on their accomplishments and Total Honor. The accompanying table lists the minimum Total Honor necessary to hold certain offices or positions. Characters do not automatically receive such positions just because they have that much Total Honor; instead, receiving the position requires roleplaying. The character might kill the current officeholder, ingratiate himself with the person who has the power to appoint someone to fill the position, or display great valor in battle to draw his superiors' attention. The Narrator determines whether a character receives an offer of a position, or what he must do to take that position for himself.

Klingon Ranks

Total Honor	Political Rank
30	A low-ranking House leader on the Klingon

High Council; House leader of equivalent power; colonial governor; ambassador

40 A medium-ranking House leader on the Klingon High Council; House leader of equivalent power.

50 A powerful or prominent member of the Klingon High Council; the head of a House of power equal to the members of the High Council

75 The Chancellor of the High Council

Total Honor	Department Head/Type of Ship
10	Scouts, Specialized, Support/Auxiliary
15	Destroyers, Escorts Fast Attack Ships
20	Cruisers, Frigates
25	Battleships, Warships
35	The Negh'Var

Total Honor	Military Rank
0	Ensign
10	Lieutenant (JG)
15	Lieutenant
20	Lieutenant Commander
25	Ra'wl' (Commander)
30	HoD (Captain)
40	Sa' (General)0

Total Honor	Religious Rank
0	Monk
10	Cleric
25	High Cleric

Mixed Species Heritage (+6)

Genetic records and common experience show Klingons can crossbreed with several other species, including Humans, Bajorans, Andorians and Romulans. (On the other hand, they cannot breed with, or have significant difficulty breeding with, Trill, Tellarites and Cardassians, among others.) Klingon crossbreeds are not common—many other races seem too "small" and "fragile" to Klingons—but do exist.

The accompanying table includes suggested Templates for Klingon-dominant Mixed Species Heritage characters. Players may create their own instead. The Narrator decides whether a species's native advantages, such as Klingons' High Pain Threshold and Organ Redundancy, apply to a crossbreed (Organ Redundancy, or *brak'lul*, almost never carries over).

Klingon/Andorian Template

Fitness 3
 Strength +1
 Vitality +2
 Coordination 3
 Intellect 2
 Logic -1
 Perception +1
 Presence 2
 Empathy -2
 Willpower +1
 Psi 0

Klingon/Human and Klingon/Bajoran Template

Fitness 3
 Strength +1
 Vitality +2
 Coordination 3
 Intellect 2
 Presence 2
 Willpower +1
 Psi 0

Klingon/Romulan Template

Fitness 3
 Strength +1
 Vitality +2

Coordination 3

Intellect 2
 Perception +1
 Presence 2
 Empathy -2
 Willpower +1
 Psi 0

Weapon Master (+2, +4 or +6)

Weapon Master works the same for Klingons as for other species, but Klingons can buy a third level—a +3 bonus to Tests to hit targets with a particular weapon for 6 Development Points. This reflects the Klingon culture's intense emphasis on hand-to-hand combat. Characters of other species (even ones known for their fighting skills, like the Andorians) should not be allowed to buy it in most circumstances.

New Advantages

D'akturak (+2)

A Klingon with this advantage is an "ice man"—one who's very good at keeping his temper and focusing on his goals, allowing him to negotiate, gamble or conduct other non-combative activities without resorting to "typical Klingon" methods. A Klingon with this advantage must almost never pay Spendable Honor to keep his temper (see Chapter One of this book for rules on Honor), even during *del'jok*. Only on those occasions where he faces the most extreme and demeaning of insults (primarily when someone successfully uses the Mockery skill against him) must he pay Spendable Honor to keep his temper.

Fel'mIn (+1)

Fel'mIn is the Klingon "death eye," the instinctive ability to look an opponent in the eye and see his intent to kill. When fighting an opponent in one-on-one combat, the character may make a Routine (4) Intellect + Perception Test (this is an Immediate Action). If he fails, nothing happens. If he succeeds, he can determine his opponent's intentions in the combat—is he willing to fight to the death, or just enough to satisfy honor, or something in between? This gives the character +1 Spendable Honor to use during that fight.

Ferocity (+3)

Ferocity is the positive side of the Bloodlust disadvantage. A Klingon with this advantage becomes so focused on battle that he becomes a better fighter. He receives +1 die to roll for all Primitive Weaponry, Shipboard Systems (Tactical), and Unarmed Combat Tests. He also receives +1 Spendable Honor whenever he engages in combat.

GheH'lar (+3)

GheH'lar is the Klingon ability to inspire others to fight better or struggle harder. A Klingon with this advantage is a born leader, or one who through example reminds others of the "Klingon ideal" toward which they should strive. He may choose one Klingon to inspire each round (this does not require any conscious act on his part, but should be roleplayed as the player sees fit). That Klingon receives +1 Spendable Honor to use to accomplish whatever immediate task he has been inspired to perform. The goal must be an immediate one, such as defeating an onrushing enemy or breaking out of a prison cell. If the inspired Klingon doesn't use the point of Spendable Honor on that action, or if he leaves the character's presence for too long (as determined by the Narrator), the bonus point of Spendable Honor fades away.

Heirloom (+1)

The character possesses an object of importance to his family or House. Examples include a *bat'leth* or other weapon used by a famous ancestor in an important battle; his great-grandfather's medals and awards from campaigns against Starfleet; or a piece of antique jewelry. The object's value is typically only sentimental, but it may have some intrinsic use (the character might use an Heirloom weapon in combat).

Holdings (varies)

A Klingon with this advantage owns a small estate somewhere in the Empire. How he obtained the property (inheritance, conquest, favor) depends on the character's background and the series. A character can lose this advantage through the course of game play (perhaps he's accused of treason and his possessions confiscated); if

so, he does not regain the points spent on it—he should instead concentrate on avenging the insult and recovering his property.

Because of the wide range of possibilities for this advantage, no guidelines exist for the cost in Development Points; the Narrator must set the cost. The more useful a Holding, the more it should cost.

Honorable (+2)

Others know the character for being extremely honorable. He receives +1 Total Honor, which also increases his Spendable Honor and can affect Renown Tests. The character may not actually be honorable, but everyone thinks he is.



Intimidating (+1)

Due to the character's size or demeanor, others perceive him as intimidating and dangerous. He receives +1 Spendable Honor to use whenever making Intimidation Tests or other Tests involving attempts to cow others.

Mastery (+1)

Others revere the character as an expert practitioner of a certain skill or discipline, and awarded him a special title in recognition of his abilities (see accompanying table).

Mastery			<i>Total Honor</i>
<i>Title</i>	<i>Subject</i>	<i>Minimum</i>	
Basai Master	Poetry	15	20
Dahar Master	Warfare, fighting	35	
Kort'al Master	Diplomacy, negotiating		
Suras Master	Advocacy	20	
Ta'thot Master	Doctoring, healing	15	

A character with Mastery receives +1 Spendable Honor to use whenever he attempts any Test relating to his related subject. For example, a *Basai Master* receives +1 Spendable Honor to use when he makes an Artistic Expression Test to compose a poem; a *Dahar Master* gets the same bonus when he engages in combat.

Players must obtain the Narrator's permission before buying this advantage. Typically it takes years of experience and accomplishment before receiving such titles; most characters should buy this advantage with Experience Points, not during character creation. Furthermore, characters must have a minimum amount of Total Honor to receive a Mastery title, as indicated in the table.

Prophecy (+4)

A Klingon with this advantage dreamed that Kahless came to him and prophesied that he would accomplish something wonderful and important for the Klingon people. The Narrator must decide what the prophecy concerns (something significant which relates to one or more important series story arcs), and how much the character knows about his role in it (usually not much).

Prophecy has two game effects. First, whenever the Narrator determines the character is acting directly to fulfill his destiny (whether he knows it or not), he receives +1 Spendable Honor to use on any such actions. Second, he cannot spend all his Honor in pursuit of his destiny. If he uses his last point of Spendable Honor trying to fulfill the prophecy, that last Spendable Honor point immediately refreshes (in effect allowing him to spend a point of Spendable Honor on every

action, assuming he's willing to spend all the rest of his Spendable Honor to reach that stage). Furthermore, Klingons who know the character has a Prophecy tend to be well disposed toward him (to simulate this, the character may receive a +1 Test Result bonus on all Presence-based Skill Tests with other Klingons).

To receive the benefits of Prophecy, the player must roleplay the character properly. He must remain aware of the Prophecy, constantly questioning whether he's doing "the right thing" to fulfill it. In some situations, his focus on the Prophecy may distract or confuse him, resulting in penalties to Tests. The Narrator should set other roleplaying guidelines based on the Prophecy itself; for example, a Klingon fated to restore spirituality to Klingon society must live a spiritual life himself.

Being the subject of a prophecy has its drawbacks as well. Those fated to become tools of destiny often do not survive the experience (or if they do, are profoundly changed by it). A player whose character fulfills his Prophecy may find the character is no longer playable and must become an NPC or legendary hero.

Today Is A Good Day To Die (+1)



The character is determined to do his duty in combat, no matter what the odds or how difficult the task. Whenever he is outnumbered or at some other significant disadvantage in a combat situation, he receives +1 Spendable Honor to use in an effort to snatch victory from the jaws of defeat.

Honor Advantages

The following advantages affect a character's Honor or Renown. Typically characters must buy them during character creation, since they relate to a character's House and his relationship to that House. Players must have the Narrator's permission to buy them with Experience Points.

Devoted (+2)

A Klingon with this advantage embraces his House's traditions wholeheartedly. He must participate enthusiastically in all House activities. For example, if his House becomes involved in a blood feud, he must be at the forefront of the conflict. He receives double Aggression Renown for all missions he conducts on behalf of his House. On the other hand, if the House earns negative Aggression

Renown for any reason, he receives double that many points of negative Aggression Renown.

Famous Ancestor (varies)

The character descended from someone famous—perhaps even Kahless himself! The more Development Points the character spends on this advantage, the more famous his ancestor (Kahless would be worth 5 Development Points, with other Klingons proportionately less). Each point spent gives the character +1 Total Honor.

Favored (+2)

The character is his father's favorite child. He sits in an honored place, and receives added attention. To reflect this, he may roll +1 die when making Tests with any one Military Skill (pick one from the list in Chapter One). He also receives +2 Skill Renown.

First Born (+4)

The character is destined to inherit the mantle of leadership for his House, and everyone knows he is destined for greatness. To prepare him for this role, he received special training. He may role +1 die when making Tests with skills in one of these categories: Command, Operations, Other (choose one). He also receives +2 Skill Renown.

Line of Succession (+2)

While not the First Born, or likely to inherit leadership of his House, the character is relatively high up the chain of descent—just a death or two may put him in the position of heir. He may choose any one skill for which he may roll +1 die when making Tests; he also has +2 Skill Renown.

Disadvantages

Existing Disadvantages

Unless noted otherwise, these disadvantages apply to Klingons as detailed in the *Star Trek: The Next Generation Roleplaying Game* core rulebook and supplements, and other Last Unicorn Games *Star Trek* products.

Combat Disadvantages

The following disadvantages occur with greater than normal frequency among Klingons due to their society's emphasis on conflict and aggressive approaches to problems: Argumentative; Arrogant; Bloodlust; Chronic Pain, Domineering; Impulsive; Medical Problem; Physically Impaired; Rival; and Vengeful.

Courage and Renown Disadvantages

Disadvantages reducing a character's Courage Points (either permanently or for discrete purposes) decrease a Klingon's Spendable Honor points instead. Disadvantages affecting his Skill or Aggression Renown likewise affect his Total Honor.

Addiction (-1 to -4)

Klingons regard Addiction as extremely shameful. It represents a loss of control no true warrior can tolerate. If a Klingon starts the game with a publicly known Addiction, he must reduce his Total Honor by 1 point, but he gains an additional Development Point for the disadvantage. If he chooses to keep it secret, he loses no Total Honor at the start of the series. If his Addiction becomes known thereafter, he loses the point of Total Honor, but does not gain an additional Development Point for the disadvantage.

Argumentative (-1)

Many Klingons take this disadvantage. They see arguing as a social, nonlethal form of combat, and believe victories in debates increase their honor. Arguments can lead to actual combat, so Argumentative characters are often good fighters as well.

Bloodlust (-2)

This disadvantage is quite common among Klingons, who don't even consider it a shortcoming. Some of them even turn their love of violence into an advantage by purchasing the Ferocity advantage.

Chronic Pain (-2)

Medical Problem (-1 or -3)

Physically Impaired (-1 to -3)

These disadvantages all work well representing old war wounds and similar problems, such as General/Chancellor Martok's lost eye, a severed or useless limb, or a damaged heart. Klingons do not scorn

those crippled by battle injuries, but regard them as heroes who gave themselves to further the Empire's causes.

Code of Honor (-2 to -5)

This disadvantage occurs frequently among Klingons, who passionately follow causes. (See Book One of this boxed set for details on Klingon honor and psychology.) The standard Klingon Code, as described in the *Star Trek: The Next Generation Roleplaying Game* and *Star Trek: Deep Space Nine Roleplaying Game* core rulebooks, is the most common; the Code of Honesty, Code of Fairness and Pledge from those books also crop up frequently. Characters can use other Klingon Codes of Honor:

Code of Kahless (-5):

Similar to the normal Klingon Code, it also includes a devotion to the spiritual and moral ideals espoused by Kahless. Klingons following this code tend to be more "religious" and spiritual than the typical Klingon, though they share the refusal to brook insults or show cowardice.

Death Before Dishonor (-5):

Although most Klingons go to great lengths to preserve their honor, they won't necessarily put themselves in mortal danger to do so regularly. A Klingon with this code will, to him, maintaining his honor and reputation for honorable behavior is more important than life itself.

House Code (-2):

A Klingon with this disadvantage is especially dedicated to the ideals of his House (in a sense the opposite of the Devoted advantage). Regardless of the personal consequences to himself, he does what he must to support his House and maintain its power.

Dark Secret (-1 to -3)

If a Klingon's Dark Secret is revealed to the public (not the same as Dark Secret Revealed, see below), he permanently loses a number of Total Honor points equal to the value of the disadvantage. He may also earn negative Renown.

The Narrator may, if he chooses, ignore the Total Honor penalty for revelation of a Dark Secret. For example, for many years Kum had a Dark Secret: he was the son of Mogh. Since revealing this poses other dangers (that enemies of the House of Mogh, such as the House of Duras, would try to kill him), and the secret itself is not particularly dishonorable, the Narrator might choose not to reduce his Total Honor when the fact becomes publicly known—especially if Kurn himself reveals it in an honorable way, such as defending the honor of the House of Mogh.

Dark Secret Revealed (-2 to -4)

This disadvantage, first introduced in *The Way of D'era*, signifies that the character hides a Dark Secret—and someone knows it and uses it against him as continual blackmail. He may have participated in an assassination plot or some other dishonorable activity, or simply committed a crime. The player and the Narrator should work together to concoct an appropriate secret which fits the series.

Only a handful of people know of a Dark Secret Revealed. If the character's secret becomes widely known, he suffers the consequences described under Dark Secret, above.

Dark Secret Revealed

Value	Secret
-2	Embarrassing ("You're only halfKlingon?")
-3	Career-Ruining ("You showed cowardice in battle?")
-4	Life-Threatening ("You betrayed our people at Khitomer?", "You hired assassins to dispose of a rival?")

Diminished Social Status (-1, -3 or -5)

This disadvantage can represent ritual Klingon discommendation or "shaming," such as Worf's discommendation at the hands of the High Council. The value of the disadvantage depends on the extent of the restrictions imposed on the character (see accompanying table).

Diminished Social Status

Value	Status
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-1 **Lesser Discommendation:** The character loses a few minor privileges or perks, and loses 1 Total Honor point permanently (or until someone reverses the discommendation). This level of *Diminished Social Status* also represents that a character was born into a lower-class Klingon family, or as a *vumwl'* (commoner), and has fewer rights and privileges in society.

-3 **Greater Discommendation:** The character loses most privileges within Klingon society, and may even be stripped of some lands or titles, but does not give up his major or most important possessions (including a seat on the High Council). He loses 3 Total Honor points permanently (or until such time as someone reverses the discommendation).

-5 **Full Discommendation:** The character loses all rights and privileges in Klingon society, including all lands, titles and honors. He becomes nonexistent in the eyes of Klingon society, and his entire family and House are disgraced for seven generations. He loses 5 points of Total Honor (though he may recover that lost Honor if someone reverses the discommendation).

Exile (-4)

This humiliating punishment sometimes accompanies Full Discommendation (see *Diminished Social Status*, above). It is one of the worst punishments the High Council can impose on a Klingon, one rarely used. Other Klingons attack an Exiled Klingon if he returns to Qo'noS. He also suffers a -1 die penalty on all Presence-based Skill Tests made against Klingons who know of his exile (this may require a Renown Test).

Guilt (-1)

Klingons rarely take this disadvantage (whose game effects are detailed on pages 80-81 of the *Star Trek: The Next Generation Players' Guide*). Psychologically they seem able to brush aside feelings of guilt by convincing themselves the act in question (however despicable) was necessary to maintain survival, power or honor. But some Klingons take it as Ashamed, indicating the shame they feel for some past dishonorable act. Ashamed functions identically to Guilt, but has different triggings.

Hides Emotions (-1 or -2)

While they don't go to the Vulcan extreme, many Klingons take pains to hide their emotions. They regard emotional displays as "inappropriate" in almost all circumstances. At the same time, they often express violent emotions, such as anger, when necessary. Klingons may take this advantage at a reduced value (-1) to reflect how they only hide nonviolent emotions such as sentiment, love, fear, affection, and pride in others. When it comes to hatred, anger and other emotions involving violence, they rarely restrain themselves.

Impulsive (-1)

Many young Klingons feel they can take on and conquer the world. Rather than stopping to consider matters of tactics, strategy, or simple prudence, they rush headlong into battle, determined to acquit themselves "with honor." Often they only find an honorable death and burial.

Obligation (-1 to -3)

At the -3 point value, this disadvantage can represent the *Ip'lw*, or Klingon blood oath. A blood oath is a promise of vengeance which, once sworn, cannot be broken, even if it takes decades to fulfill or costs the character his life. A solemn ceremony usually accompanies the swearing of a blood oath.

Pacifism (-1 to -5)

This disadvantage is so rare in Klingon society as to be almost nonexistent. Others regard a Klingon with any level of Pacifism as a coward, and usually as an honorless warrior as well. The character must subtract the disadvantage's value (1-5) from his Total Honor. (For this reason increase the value of the disadvantage by -2 unless the character also takes Honorless Dog, but do not subtract Total Honor based on those additional 2 points of value.)

Phobia (-2 to -5)

This disadvantage is also extremely rare in Klingon society, since Klingons believe in confronting one's fears to overcome and banish them.

Power-hungry (-1 to -2)

This disadvantage has, sadly, become much more common on Qo'noS in recent years. Where once Klingons lived only to fight honorably and rule nobly, today many concern themselves with maintaining and increasing their own power and that of their House. Gowron, Chancellor until killed by Worf in 2375, is a perfect example; so are the leaders of the House of Duras.

Rival (-1 to -3)

In a society devoted to conflict and competition, rivalries inevitably develop. Many Klingons take this disadvantage. Sometimes it becomes more intense and turns into a Hunted disadvantage instead (see below).

Shady Background (-1 to -5)

Klingons with Shady Backgrounds aren't very honorable. The character must subtract the value of the disadvantage (1-5) from his Total Honor. (For this reason, increase the value of the disadvantage by -2 unless the character also takes Honorless Dog, but do not subtract Total Honor based on those additional 2 points of value.)

Shamed (varies)

This disadvantage, first introduced in *The Way of D'era*, represents the character committing some act which caused him to lose prestige—he surrendered to an enemy, abandoned his post, or failed spectacularly before a large group. This stigma continues haunting the character, no matter what he does to regain his honor. For every 1 Development Point received from this disadvantage, the character gains two negative Renown Points (thus going from, for example, Aggression 3 to Aggression 1, and thus losing Total Honor as well). The bigger the disgrace, the more Renown lost. The player should determine the nature of his character's shame and reduce the appropriate Renown Aspect. Supporting Cast characters who succeed in a Renown Test for the character always recognize him for his shameful behavior.

Sworn Enemy (-1 to -3)

As with Rival, and for the same reasons, this disadvantage frequently occurs in Klingon society. Sometimes all it takes is the exchange of an insult or two, and a brief flurry of blows, and suddenly two Klingons are lifelong enemies.

New Disadvantages

Coward (-1)

The cowardly character fears risking his life or suffering harm. This doesn't mean he never fights—some people are more afraid of looking like cowards than of getting hurt—but in the end, he's still wracked by fear. Whenever faced with a situation inspiring enough fear to hamper the character's actions, he must use a point of Spendable Honor. If he does not spend the point, he either (a) suffers a -1 Test Result on all Tests made while afraid, or (b) quickly flees from whatever's causing the fear. The Narrator decides which result applies, based on what's most dramatically appropriate for the scene or episode. Public displays of cowardice usually earn a character negative Aggression Renown (and thus a loss of Total Honor), and may lead to other disadvantages such as Shamed.

Doom (-1)

Kahless appeared to the character in a dream and foretold his doom. The character now feels a sometimes overwhelming sense of dread at the thought of his impending doom. Whenever confronted with a situation, circumstance, or phenomena reminding him of Kahless's prophecy (the Narrator must choose the character's triggers, perhaps after consulting with the player), the character must make a Moderate (7) Presence Test (modified by Willpower) or suffer a -1 die penalty for all rolls until the situation changes or he can overcome his feelings. The character may roll to resist his despair every round; once he succeeds, no further rolls are necessary.

Hot-Tempered (-2)

The character has difficulty controlling his fierce temper, often aroused by trivialities. Whenever he must use Spendable Honor or lose his temper, his Spendable Honor cost to keep his cool is doubled.

Hunted (-2 to -4)

Similar to Rival and Sworn Enemy, this disadvantage indicates an adversary actively pursues the character with the intent of killing or capturing him. More "proactive" than a Sworn Enemy, a hunter devotes virtually his entire life to tracking down and killing the character (either by himself, or through hired proxies such as professional assassins).

Hunted

Value	Hunter
-2	Less powerful or influential than the character
-3	A peer
-4	More powerful or influential than the character

Passion (-2)

Klingons often feel very strongly about certain things—their House, their spouse, the merits of a particular artist. The character must indicate the subject of his strong feelings (see accompanying table). Whenever the person or thing is insulted, threatened or in danger, he must defend it in an appropriately Klingon manner or use double the normal Spendable Honor points for not doing so. Inaction may also entail other penalties, such as permanent loss of Total Honor due to earning negative Renown.

Klingon Passions

Name	Subject
Dagh'nong	A particular artist and his works
Ghom'nong	A particular group (typically a military unit)
Par'machkai'nong	A spouse or lover
Tuq'nong	The House the character belongs to or serves

Scorned (-2)

Other Klingons heap scorn upon the character and regard him as "unworthy" because of some blunder he once committed, his status in society, or other reasons. He can never shake this stigma regardless of how well he does in life, or how high his Renown or Total Honor becomes. Whenever he makes any Tests related to social interaction with other Klingons (including most Presence-based skills), he suffers a -2 Test Result unless he uses a Spendable Honor point to overcome this effect.

Honor Disadvantages

The following disadvantages affect a character's Honor and Renown. Typically characters must buy them during character creation, since they relate to a character's House and his relationship to that House. Players must have the Narrator's permission to buy them with Experience Points.

Black Sheep (-1)

The character is his father's least favorite child. (The player and Narrator should work together to determine why his father feels this way.) Klingon society considers such dislike disgraceful, causing others to shun the character as well. He rolls -1 die when making Presence-based Skill Tests against other Klingons who know about his circumstances (which may require a Renown Test).

Blood Feud (-1 to -3)

A Blood Feud (*veS'lw*) is a vendetta between Houses (it's essentially a form of Sworn Enemy for Houses). They stem from old insults or defeats, political rivalries, and insults accidentally or deliberately given. Whatever the cause, the character's House joins in a Blood Feud, and he must support it by fighting members of the other House, participating in plans to cause the enemy's downfall. His personal feelings on the matter are irrelevant; a loyal House member must help out. The disadvantage's value depends on the enemy House's relative power.

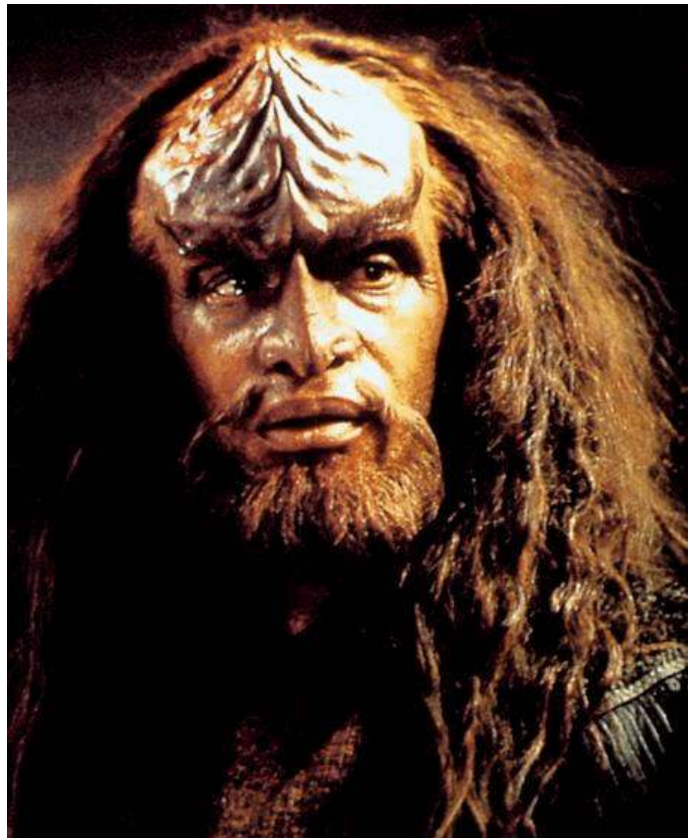
Blood Feud Table

Value	Enemy House
1	Enemy House is weaker than the character's House

2	Enemy House is as strong as the character's House
3	Enemy House is stronger than the character's House

Disgraced Ancestor (varies)

The character descends from someone who was disgraced or suffered discommendation. The more Development Points received from this disadvantage, the more infamous his ancestor. Each point spent gives the character -1 Total Honor.



Dishonorable (-2)

Many others know the character as dishonorable. He loses 2 Total Honor points. The character might not actually be dishonorable—but everyone at least thinks he is.

Estranged (-2)

An Estranged character wants nothing to do with his House. He doesn't care about his family's blood feuds or obligations, and wishes House members would leave him alone. While this grants a certain measure of freedom, it also cuts him off from the House's assistance and resources (often a dangerous state of affairs, since House enemies may not spare him simply because he is Estranged). He may never use Spendable Honor to request assistance from his House or its members, or to improve Test Results for Presence-based Skill Tests made against House members.

Honorless Dog (-6)

The character has no honor, and can never gain any, so great is his disgrace. He automatically has 0 Total Honor points, and may never have any, even temporary Spendable Honor granted by advantages for discrete purposes. (The Narrator may, at his option, allow the character to use the standard Courage Point system instead, and start the game with 3 Courage Points; but he can never earn or buy any further Courage Points, nor derive any benefit from advantages which provide temporary Courage Points.) He must delete the Code of Honor: Klingon from his Template and replace those points with some other disadvantage (perhaps even some of the points from this one).

Rebellious (-2)

A Rebellious character still belongs to his House and participates in most of its affairs, but stubbornly insists on going his own way. He may not support all of the House's positions and goals publicly, and often has enemies within the House itself. The Spendable Honor cost doubles for requesting aid from the House or any of its members, or for making Presence-based Skill Tests against House members. He also receives 2 negative Discipline Renown.

Seventh Son Of A Seventh Son (-1)

The opposite of Line of Succession, this disadvantage represents a character who's so far down in his House's birth order that no one pays him any mind. He must choose any one skill he knows, for which he rolls -1 die when making Tests. (The Narrator must approve the skill chosen; something the character uses frequently in crucial situations, like Primitive Weaponry or Shipboard Systems, not a "background" skill such as Culture or History.)

