

LECK, FERENGI ELIMINATOR

Ferengi

Male

Ferengi Alliance

Biography

Leck is an eliminator, a professional killer who serves as other Ferengi's last desperate effort when commerce fails them. It's a line of work that most Ferengi find borderline psychopathic (decreasing, as it does, the potential client pool) but Leck excels at it and even has expressed a lack of interest in latinum. While he has been investigated three times by the Ferengi Commerce Authority for allegations that he offered to work for free, Leck has been acquitted each time and retains his eliminator's license.



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Notable NPC

TRAIT: Ferengi

VALUES:

- I Don't Like Being Cheated
- Who Do You Want Eliminated?

ATTRIBUTES

Control	12	Daring	9
Fitness	9	Insight	10
Presence	9	Reason	11

DISCIPLINES

Command	02	Conn	01
Security	03	Engineering	01
Science	01	Medicine	01

FOCUSES:

- Intimidation
- Interrogation
- Profit

Stress: 12 **Resistance:** 0

ATTACKS:

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Throwing Knife** (Melee or Ranged, 4♣ Vicious, 1H)
- **Disruptor Pistol** (Ranged 6A Vicious 1, 1H)
- **Escalation Disruptor Rifle** (Ranged, 7♣ Vicious 1, 2H, Accurate)

SPECIAL ABILITIES

- **Always Ready:** Whenever using the option to Keep the Initiative to give Leck an action, the cost is reduced by one. Leck can also spend 2 Threat to take the first action in a combat round even if he isn't nominated.
- **I Don't Care About Latinum:** Unlike most Ferengi Leck isn't easily swayed with money, but he is motivated by the desire to challenge himself. The Difficulty of all Social Conflict to persuade Leck is increased by 2. This Difficulty increase is removed when Leck is offered the opportunity of combat with a challenging opponent.
- **Knife-Throwing:** When attacking with a throwing knife, Leck can spend 1 Threat to re-roll any number of d20s on his attack roll.