

QUREK, SON OF VORST

Klingon

Male

Klingon Empire

Biography

The House of Malar is an old house, usually on the edges of politics in the Klingon Empire. Currently it is led by the brave and honorable general Qurek, son of Vorst and victor of the Battle of Jek'taal. This decorated warrior is the *joH*, the noble lord, of his House and he leads through strength of arms and an iron will.

General Qurek has another name, though: "traitor." After the victory against the Cardassians at Jek'taal, he returned to his House's lands on



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QonoS and kept away from the decisions of the High Council as much as he could. It was for this reason that the death of the elderly Chancellor K'mpec three years ago caught Qurek unprepared and when he came to the council chambers after the old man's passing he found himself surrounded by Risterian vipers out for blood. When Gowron stepped forward to offer his services as the next chancellor of the Klingon Empire, Qurek laughed openly. In discussions with other *joHs*, Qurek called Gowron a "weak schemer" and a "squealing targ." He couldn't imagine that there was not a more suitable choice to step forward but when the House of Duras made its plans known he began to realize his mistake.

Qurek for the 23rd Century

The central drive for Qurek is the need to confront those responsible for his house's downfall. In the 23rd century, the Federation is still to blame but it is because of their responsibility for the Four Years War rather than their support of a Klingon leader. At the Battle of the Binary Stars, the flagship of the House of Malar fought bravely but then Qurek led his people away and thought no more of T'Kuvma's foolishness. It is because of this that Qurek did not know about the rise of General Kol of the House of Kor until his was one of the only houses not connected to the ascending general.

Ostracized and isolated, the House of Malar struggles to stay relevant and Qurek blames the provocations offered by the Federation for this position. He has vowed to exact his revenge and even after the peace talks that ended the war Qurek looks for ways to strike at the mongrel Federation in a way that makes them feel their mistake with enough pain that they will remember.

The House of Malar was determined to stay neutral in the resulting Klingon Civil War but it was a losing prospect from the beginning. Gowron and the Duras family had too much invested to let anyone stand to the side and watch, not to mention the interest of the Federation (and, as it turned out, the Romulans) which made this conflict even more serious.

In the end, Qurek had very publicly dismissed Gowron's bid for the chancellor's chair and to back down now would be to dishonor himself. He meant what he said and he would not pretend that it was a lie, heaping more dishonor on top of everything. In this charged time, not supporting Gowron was the same as supporting the Duras heir and so the House of Malar found itself fighting against the man who would become chancellor.

When Gowron did take power he wasted no time in punishing the House of Malar alongside all those who fought with the Duras *joH* and his sisters. Now, disgraced and marginalized, Qurek plans revenge against the plotting chancellor and he plans revenge against the meddling Federation. Once a noble and fair warrior, Qurek has become consumed with the blame he has assigned and he is unwilling to look at other explanations. He is willing to do a lot to destroy those who brought about his downfall, even if it plunges the Empire back into war.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Klingon

VALUES:

- **Revenge is a Dish Best Served Brutally**
- **The Fiery Heart of a Warrior** (Major NPC)

ATTRIBUTES

Control	9	Daring	12
Fitness	11	Insight	9
Presence	11	Reason	8

DISCIPLINES

Command	02	Conn	02
Security	03	Engineering	01
Science	00	Medicine	01

For Major NPC add +1 to Command and Medicine, and +2 to Science and Engineering.

FOCUSES:

- **Battle Combat**
- **Leadership**
- **Starship Tactics** (Major NPC)
- **Resilience** (Major NPC)

Stress: 14 **Resistance: 1 (Armor)**

ATTACKS:

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Dk tahg Dagger** (Melee, 4♣ Vicious 1, 1H)
- **Escalation Battle** (Melee, 6♣ Vicious 1, 2H, Cumbersome)
- **Disruptor Pistol** (Ranged, 6♣, Vicious 1, 1H)

SPECIAL ABILITIES

- **Brak'ut:** A Klingon's Resistance is increased by +2 against Non-Lethal attacks.
- **Dauntless** (Talent, p. 136)
- **First Into Battle:** When Qurek makes a successful attack, he may spend 3 Threat to assist another Klingon's next attack with his Daring + Command.
- **Warrior's Spirit (Major NPC Only):** When a Klingon attempts a Melee attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.