

# SOLOC, FERENGI ARMS MERCHANT

**Ferengi**

**Male**

**Ferengi Alliance**

## Biography

Many Ferengi avoid dealing in weapons because of the physical risks involved. Better to stick to gambling dens and mining operations where the risks, at least for the owner, are more intellectual. After all, you can only follow Rule 276 (“If at first you don’t succeed, try to acquire again”) if you survive a business fallout.

Soloc is not most Ferengi, though. He’s as keen a businessman as you’ll find but for him the profit is all the sweeter when it’s earned with some risk involved. Plenty of Soloc’s contemporaries will cite Rule 85 (“Death takes no bribes”) and say that his risky business ventures will surely catch up to him, but so far Soloc’s lack of fear in warzones has led to lasting partnerships that have allowed him to profit where other Ferengi have failed. A notable exception to this criticism is the eliminator Leck, who entered into a partnership with Soloc when they were both young. Soloc cheated Leck out of much of his share in the venture but did it so skillfully that Leck couldn’t help admire him for it... besides the whole affair encouraged Leck to pursue a career as an eliminator, where he is much more satisfied.



Image from masimage on Deviantart

## Soloc for the 22<sup>nd</sup> Century

While Ferengi are never seen in the original *Star Trek* series, they do feature prominently in an episode of *Star Trek: Enterprise*. Shifting Soloc to the period just before and during the founding of the Federation makes his interests and business ties harder to judge. There are plenty of enemy species in the 22<sup>nd</sup> century but if the Ferengi were in regular contact with any of them it would probably have shown up.

Instead, Soloc’s angle is as a far-ranging pirate like the Ferengi seen in the *Enterprise* episode (“Acquisition”). Most Ferengi aren’t traveling far enough from their own territory to have bumped into humans or, apparently, Vulcans. Driven by his desire to live on the edge, Soloc is a different sort altogether and has traveled extensively throughout the Alpha Quadrant. He can be a useful merchant willing to sell supplies to an Earth-based crew far from home but he also has contacts with all sorts of aliens and there’s no telling what sort of attention the crew might attract just by dealing with him.

In 2371, Soloc's main focus is on the upcoming war with the Dominion which he sees as inevitable. The markets for the Federation, Cardassians, and Klingons, though, are completely saturated and Soloc prefers to utilize contacts with a hard-to-enter market where he can easily dominate: the Breen. Several years ago, Soloc proved very dependable and cool under pressure when he agreed to smuggle a transphasic bomb onto a Cardassian warship on behalf of a Breen thot. The betrayal went off perfectly (even more so for Soloc who got paid for two jobs at once) and Soloc managed to keep his involvement and the Breen's out of it.

He is leveraging this relationship to have Thot Huul put his name forward as a supplier of weaponry to boost the Breen Confederacy's fleet (just in case). A surprising inclusion in this venture is a renewed partnership with the eliminator Leck, who Soloc talked into the endeavor with the chance that this could all go south and Leck could have to kill some Breen.

## 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:** Ferengi

**Stress:** II     **Resistance:** O

### VALUES:

- **81<sup>st</sup> Rule of Acquisition** - There's Nothing More Dangerous Than an Honest Businessman
- **43<sup>rd</sup> Rule of Acquisition** - Caressing an Ear is Often More Forceful Than Pointing a Weapon (Major NPC)

### ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 4♣, 1H, Charge, Hidden)
- **Escalation Disruptor Rifle** (Ranged, 6♣ Vicious, 2H, Accurate)

### ATTRIBUTES

Control	IO	Daring	II
Fitness	8	Insight	IO
Presence	II	Reason	IO

### SPECIAL ABILITIES

- **Destroy the Evidence:** When attempting to maintain a lie or to hide or destroy evidence, Soloc may spend one Threat to increase the Difficulty by 1 of Opposed Rolls by enemies attempting to learn the truth.
- **Freed Advice is Seldom Cheap:** Increase the Difficulty of all Social Conflict to persuade Soloc by 2. This Difficulty is removed as soon as Soloc is offered something in trade or high-stakes risks are involved.
- **Greed is Eternal:** When engaged in negotiations that have the potential for the Ferengi to profit financially, he may spend 1 Threat during a Task to re-roll the dice pool.

### DISCIPLINES

Command	O3	Conn	OI
Security	O2	Engineering	OI
Science	OI	Medicine	OI

For Major NPC add +1 to Command and Security, and +2 to Engineering and Conn. This also adds +1 to Stress.

### FOCUSES:

- **Business Dealing**
- **Weapon Technology**
- **Accounting** (Major NPC)
- **Smuggling** (Major NPC)