

GRAND PROXY

(Major NPC)

A Grand Proxy is appointed by the Grand Nagus to deal with matters that he does not wish to deal with himself. The symbol of the authority granted by the Grand Nagus is a staff that is a replica of the Grand Nagus's.

Traits: Ferengi

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	9	7	10	12	11

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
4	3	2	2	3	2

Focuses: Economics, Negotiation, Deception, Bureaucracy

Values: I Must Impress the Grand Nagus If He Chose Me As Grand Proxy;

34th Rule of Acquisition: War Is Good For Business;

35th Rule of Acquisition: Peace Is Good For Business;

214th Rule of Acquisition: Never Begin A Business Negotiation On An Empty Stomach

Stress: 9 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 4▲, Charge, Hidden 1, 1H)
- Grand Proxy's Staff (Melee, 4▲, 2H)

Special Rules

Threatening 2

Grand Proxy Authority: When the Grand Proxy attempts a Social Task with other Ferengi, he may decrease the Difficulty by 1 if he also increases the Complication Range by 1.

Sometimes The Only Thing More Dangerous Than A Question Is An Answer: If anyone spends Momentum to Obtain Information in the presence of the Grand Proxy during a Scene, at the start of the next Scene he may create a Disadvantage that lasts the duration of that Scene.

Knowledge Equals Profit: Once per mission, the Grand Proxy may replace a current Focus with a new one. Also once per mission, he may replace a current Value (of the Rule of Acquisition category) with another official Rule of Acquisition.

