

FAREN SUL

Bajoran

Female

Criminal

Biography

The common image of Bajorans in the Federation is courageous freedom fighters and religious clerics living ascetic lives. Not all Bajorans are like that, of course, any more than all Humans are reckless explorers and all Cardassians are in the Obsidian Order. Some Bajorans are just trying to get by however they can and there's perhaps no better example of this than the criminal boss Faren Sul.

During the Occupation, Faren grew up in the work camps. Her mother was dead and her father was often absent or drunk so she was effectively an orphan. She saw some of her friends join the Resistance and die and others become the kept women of Cardassian overseers. Neither route was appealing so Faren Sul found a third way.

Working as a pickpocket on the streets, Faren worked her way up to become a trusted lieutenant of her boss. Seeing opportunity in the man's shortsightedness, Faren approached a Cardassian gul and offered to feed him information in exchange for support. He agreed and she used the resources her patron could give her to kill the leader of the group of thieves and take control herself. Over the years that the Cardassians held power she regularly fed them information in exchange for law enforcement looking the other way. With this reciprocal situation, Faren edged out all of her competition and became one of the most dangerous criminal bosses on Bajor.



Photo from Deviantart by thatgeekchick.

Faren Sul in Obsidian Order Agent

As written, Faren Sul is a criminal who moonlighted as a Cardassian informant during the Occupation. An alternative is reversing those roles: a Cardassian agent who maintains a cover as a selfish crime lord. It's a pretty good cover since most things that a spy would be attempting can be comfortably blamed on greed including buying politicians in the Provisional Government, smuggling goods and data offworld, and maintaining several different identities.

The real question becomes one of motivation: why would a Bajoran be working for the Cardassian government? There's the possibility of a Cardassian secretly disguised as a Bajoran (*a la Seska from Star Trek: Voyager*) but that would be the easy way out. Instead, consider Faren's origins. She's an orphan who could easily die on the streets. What if an eccentric Cardassian adopted her, someone who genuinely believed that Bajor would be helped by Cardassia. Someone raised by that sort of crazy could easily have reversed loyalties.

When the Cardassians left Bajor, all of that was thrown into chaos. Faren went from extremely powerful to just as lost as everyone else. For the second time in her life, Faren has to pull herself up and has at least regained some of her past position. She's never been one to take short cuts but she also won't let a valuable opportunity go past her. Maybe she will find a way to work for the Cardassian Union again or maybe she'll find opportunity on her homeworld instead. The only thing that could throw a wrench in her plans is if someone in the Provisional Government were to find out about her collaboration, but she's reasonably sure that she's covered her tracks.

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: Bajoran

Stress: II **Resistance:** 0

VALUES:

- **Take What You Can Get**
- **There's Nothing That Can't Be Rebuilt** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Bajoran Hand Phaser** (Ranged, 6♣, 1H, Charge)
- **Escalation Bajoran Phaser Rifle** (Ranged, 7♣, 2H, Accurate, Charge)

ATTRIBUTES

Control	II	Daring	IO
Fitness	9	Insight	II
Presence	12	Reason	9

DISCIPLINES

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

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

SPECIAL ABILITIES

- **Constantly Watching** (Talent, p. 136)
- **What's In It For Me?** When engaged in negotiations that involve smuggling, robbery, or black market goods, Faren Sul may spend 1 Threat during a Task to re-roll the dice pool.
- **Sense Vulnerability:** Whenever Faren Sul attempts a Task to coerce information from an enemy, they may re-roll one d20.

FOCUSES:

- **Intimidation**
- **Negotiations**
- **Bajoran Criminal World** (Major NPC)
- **Pickpocketing** (Major NPC)