

NOG

(Major NPC)

Nog was the first Ferengi to enter Starfleet, and had proven himself during and after the Dominion War. An engineer with an eye to eventual captiancy, Nog would one day become the captain of the *U.S.S. Chimera*.

Traits: Ferengi, Biosynthetic Leg

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	10	8	10	11	10

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	2	2	4	3	1

Focuses: Wheel And Deal, Business Operations, Security Protocols, Hearing, Warp Drives, Deception

Values: I Am A Slow Learner

Have Faith In The Great Material Continuum

I Have My Father's Hands And My Uncle's Tenacity

Rule Of Acquisition 168: Whisper Your Way To Success

Stress: 10 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3A, Nonlethal, 1H)
- Type-1 Phaser (Ranged, 4A, Charge, Hidden, 1H)
- Type-2 Phaser (Ranged, 5A, Charge, 1H)

Equipment: Type-1 or Type-2 Phaser (as appropriate for rank and role), Combadge, Tricorder, Engineer's Toolkit

Special Rules

Constantly Watching (p.136)

Bold (Command) (p.135)

Intense Scrutiny (p.137)

Faith In The Great Material Continuum: Nog seems to always be in the midst of trading one thing for another, and trusting in the Great River to bring success. When he is aboard the Starship or Starbase, Nog has a floating +1 and a floating -1 that he may apply to a ship or starbase's System at the start of the Scene. He must apply both the +1 and -1. He may change the allocation of the floating +1 and -1 only at the start of a new Scene, or keep it the same.

