

NOG

Nog is the first Ferengi to enter Starfleet, and has proved himself at the Academy and beyond. He has solid skills in engineering, and puts his keen hearing and knowledge of wheeling and dealing to good use.

Traits: Ferengi, Biosynthetic Leg (after The Siege of AR-558)

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	8	8	9	11	10

Disciplines

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

Focuses: Wheel And Deal, Business Operations, Starbase Operations, Hearing, Warp Drives, Locks

Values: I Can't Operate Under Those Kinds Of Restrictions
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

Determination: (Start with 1) **Stress:** 10 **Resistance:** 0

Attacks:

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

Equipment: Type-1 Phaser, Combadge, Tricorder, Engineer's Toolkit

Talents

Constantly Watching: When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

Untapped Potential: Whenever you succeed at a Task for which you bought one or more additional dice with either Momentum or Threat, you may roll 1▲. You receive bonus Momentum equal to the roll of the ▲, and add one point of Threat if an Effect is rolled.

Bold (Command): Whenever you attempt a Task with Command, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.

Intense Scrutiny: Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore up to two Resistance for every Effect rolled.

