

ROM

Rom is Quark's brother and worked in his bar. He believes himself not to have the lobes for business, but he has an extraordinary ability to fixing things and bypassing locks. He later quit the bar and joined the Bajoran engineering crew on DS9, and became a Diagnostic and Repair Technician, and later Maintenance Engineer, First Class.

Traits: Ferengi

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
12	8	7	10	8	11

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
2	2	4	5	4	1

Focuses: Security Locks, Embezzlement, Starbase Maintenance, Bartending, Management, Rules of Acquisition

Values: We've Been Exploited Long Enough
Defying Ferengi Tradition Isn't So Bad
I'm Good With My Hands
Whatever Happens, Brother Belong Together

Determination: (Start with 1) **Stress:** 11 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5A, Knockdown, Nonlethal, 1H)

Equipment: Combadge, Engineer's Toolkit, Tricorder

Talents

Jury-Rig: When you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. However, the repairs are only temporary and last a single scene, plus 1 additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that had been Jury-rigged increases by 1.

I Know My Ship: Whenever you attempt a Task to determine the source of a technical problem with your ship or station, add one bonus d20.

Testing A Theory: When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you succeeded in a previous Task covering the same scientific or technological field earlier in the same adventure.

Technical Expertise: Whenever you attempt a Task assisted by the ship's or the station's Computers or Sensors, you may re-roll one d20 (which may be the ship/station's die).

