

K'MTAR

(Major NPC)

Alexander Rozhenko is the son of Worf and K'Ehleyr, and has both Klingon and Human heritage. In his timeline, he was a peacemaker and diplomat, but after his father was assassinated on the floor of the Klingon High Council Chamber, he wanted to change the past and save Worf. He traveled back in time and assumed the identity of K'mtar, *gin'tak* to the House of Mogh.

Traits: Klingon, Human

Attributes

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

Disciplines

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

Focuses: Diplomacy, Shipboard Tactical Systems, D'k Tahg, Holoprogramming, Klingon Culture, History

Values: When It Comes To Protecting the House To Which I Have Pledged My Life, I Trust No One
Skill, Cunning, Powers of Observation Are the Most Important Weapons
It Is Important To Tell These Stories, Even If We Already Know Them
Look Upon Death And Always Remember

Stress: 14 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, Knockdown, 1H)
- Klingon Disruptor (Ranged, 7▲ Vicious 1, 1H)
- *D'k tang* (Melee, 6▲ Vicious 1, Hidden 1, Deadly, 1H)

Special Rules

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

Defuse The Situation: Whenever you attempt a Task to persuade someone not to resort to violence, you may add a bonus d20 to your dice pool.

You Will Always Feel Safe Because You Will Know How To Defend Yourself: In melee or ranged personal combat, ignore the first Complication rolled.

Knowledge of the Future: When K'mtar assists someone in a Task where knowledge of his possible future might be advantageous, such as advanced technology, he may reroll his d20, and also may apply his Focus of *History* here.

