

FERENGI

THE NEXT GENERATION ERA ONLY

Official version found in the Alpha Quadrant Sourcebook

Ferengi civilization was built upon free enterprise, with earning financial profit being the primary motivation in life, superseding all other endeavors and accomplishments. Much of Ferengi society was based on a list of rules for business ventures (and thus life in general) known as "The Rules of Acquisition", which were equal parts law and proverb. At its most lengthy, the Rules encompassed 285 guidelines that males Ferengi were expected to memorize and follow as part of business dealings, principally with other Ferengi. When observed to an extreme degree, the Rules of Acquisition were closer to religious tenets than guidelines. As other species define ethics, most Ferengi have limited or non-existent morals, with no compunctions or taboos against war profiteering, smuggling, or cultural exploitation. Despite their unscrupulous natures, the Ferengi history is notably absent of such atrocities as slavery or genocide, a distinction the Ferengi feel makes them morally superior. However, Ferengi society was incredibly misogynistic, with women being prohibited from earning profit or even wearing clothing. Although, by the year 2375 this was beginning to change.

EXAMPLE VALUE: The Justification for Profit is Profit

■ **TRAIT:** Ferengi. The Ferengi's most distinguishing feature is their large ears (called "lobes"), which gives them extremely acute hearing, sensitive enough to tell a person's species even through most forms of electronic distortion. However, they are sensitive to loud noises, which are painful and debilitating. The nerves of their ears are also sensitive to touch. They are slight in build, being shorter than Humans, but possess comparable physical strength. Ferengi have an unusual four-lobed brain that prevents their thoughts from being read by telepathic species such as Betazoids or Vulcans..

■ **TALENTS:** The character receives access to the following talents:

FLEXIBLE MORALITY

REQUIREMENT: Ferengi, or Gamemaster's Permission

Your values shift depending on the expectations of profits and needs of business deals. Once per mission, you can change a Value for that mission. The replaced Value is restored at the end of the mission, and you can't spend Determination using Value in the same scene where you change it.

BOARDING IMPULSE

REQUIREMENT: Ferengi, or Gamemaster's Permission

You have a strong impulse to collect information and objects of value, if only valuable to you. When you save Momentum, you can save it to a personal Momentum pool, that function's like the group's Momentum pool, except only you can use its Momentum. This pool can't contain more than 2 points of Momentum. However, you can't save Momentum to the group's Momentum pool until you add at least one Momentum to your pool from that Task unless your personal pool is already full

SEEK ADVANTAGE

REQUIREMENT: Ferengi, or Gamemaster's Permission

You are continually looking for ways to advance your agenda and personal goals. When you spend a point of Determination for a bonus d20, you can also re-roll a d20.

