

## NOG

The **Chief Engineer** aboard the *U.S.S. Emissary*, Lieutenant (jg) **Nog** was the first Ferengi to enter Starfleet, and had proven himself during and after the Dominion War.

**Traits:** Ferengi, Biosynthetic Leg

**Ship Role:** Chief Engineer (has *Engineering Department Advantage* aboard his ship)

### 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, Knockdown, 1H)
- Type-2 Phaser (Ranged, 5▲, Charge, 1H)

**Equipment:** Type-2 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.

