

KLINGON

ENTERPRISE AND THE ORIGINAL SERIES ERAS ONLY

Official version found in the Beta Quadrant Sourcebook and Klingon Core Rulebook

Klingons are a humanoid warrior species originating from the planet Qo'noS. A proud, tradition bound species, they value personal and familial honour as well as victory in battle. This aggressive drive has led the species to form a large interstellar empire of conquered worlds. The warrior ethos has been an important aspect of Klingon society since the time of the first Emperor, Kahless, but became predominant early in the 22nd century, as the warrior caste gained greater status. For large stretches of its history, Klingon society was based on a feudal system organized around the noble 24 Great Houses represented in the Klingon High Council, which was led by the Chancellor. Klingon society functions through a system of family reputation and honour; tradition is an integral part of Klingon daily life and breaking from observances is considered a grievous insult to society, a slight not easily forgotten. To outsiders, Klingon society seems patriarchal, with males dominating public life. However, Klingon women are the equals of men, even in combat and blood-lust, but their sphere of influence is traditionally the home and family's affairs.

EXAMPLE VALUE: A Sharp Knife is Nothing Without a Sharp Eye

■ **TRAIT:** Klingon. Klingon physiology is hardy, with many redundant internal organs allowing them to withstand harm and a number of poisons, which would be deadly for many other species. They are significantly stronger and more resilient than Humans, though they have less tolerance for the cold.

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

HONOUR BOUND

REQUIREMENT: Klingon, or Gamemaster's Permission

Your personal honour and that of your house is more important to you than your life. Whenever you attempt a Task to resist being coerced into breaking an oath, betraying a superior, or otherwise acting dishonourably, you reduce the Difficulty by 1.

WARRIOR SPIRIT

REQUIREMENT: Klingon, or Gamemaster's Permission

You have been trained in combat since a young age. When you attempt a Melee attack and purchase one or more additional dice with Momentum or Threat, you may re-roll any number of d20s

