

BOOK II
CARDASSIAN CHARACTERS

STAR TREK

DEEP SPACE NINE

BOOK II: CARDASSIAN CHARACTERS

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"FOR CARDASSIA!"

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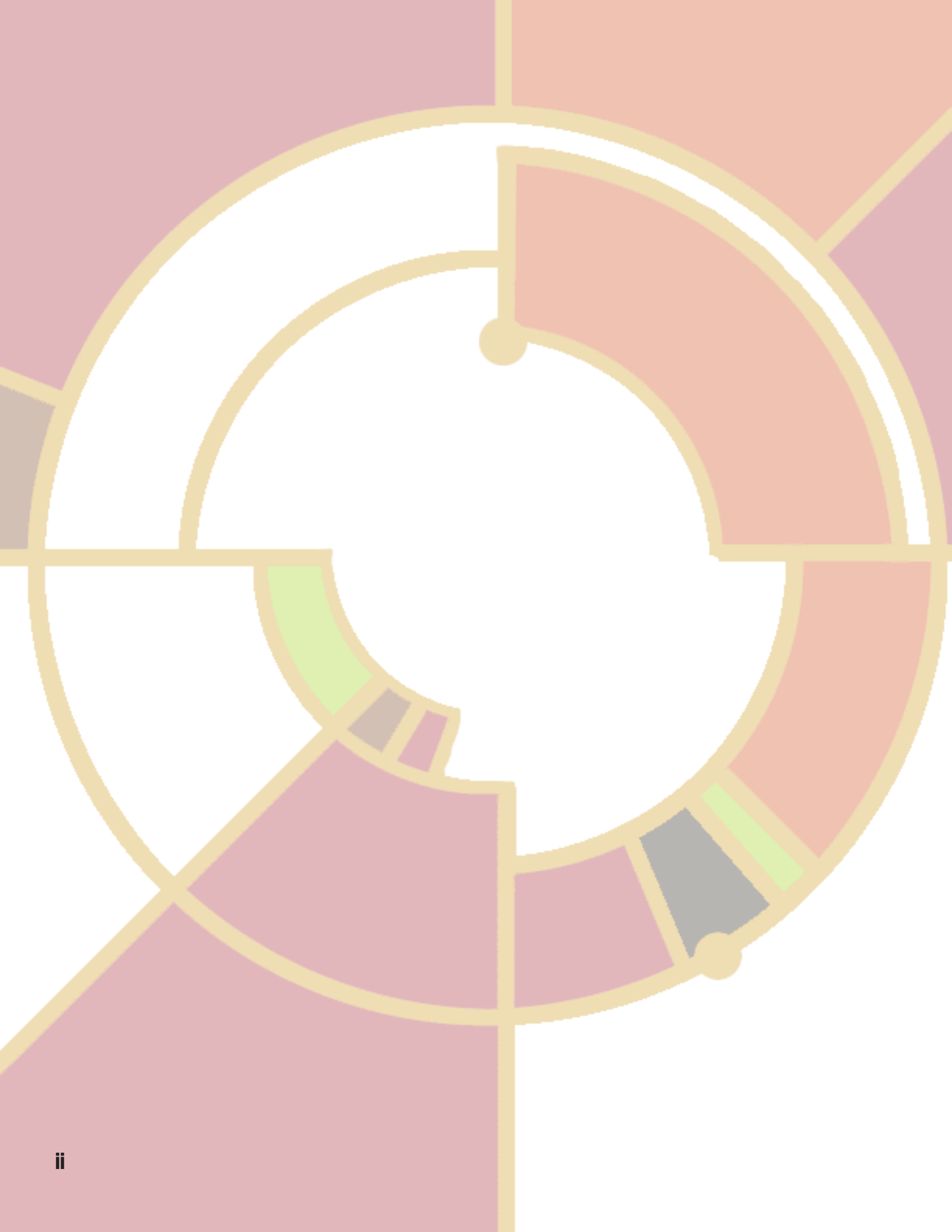
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INTRODUCTION

Chapter One: Introduction

Like a lot of the Trek RPG players, the sale of Last Unicorn Games to Wizards of the Coast came as a bit of a slap in the face. This meant that highly anticipated supplements such as *The Bajorans*, the *Mirror-Mirror* book, the *Klingons*, the *Cardassians* all would not see print, and never make it into the hands of those who felt they needed, no, deserved it.

It had been a couple of years since Trek Role Playing had been in good hands, so naturally the fans were disappointed at best about LUG's sale. We wanted to see those products go to print.


Through the efforts of some of the writers for LUG, some of the information from those supplements was indeed released on the Internet. They had never been paid for their work on the subjects, which allowed them to release them free to the fans. The works ranged from the *Mirror-Mirror Universe* to *Klingons* and *Cardassians*. However, this work was far from a complete treatment, and did not satiate the desires for more information.

Good things come to those who wait, though. It's been a long process of development, but the road has been a rewarding one – the road I undertook over a year ago to start a fan-based Cardassian supplement for Last Unicorn Games' *Star Trek: Deep Space Nine* game.

Drawing on a pool of wonderfully talented people at *TrekRPG.net*, this is the culmination of their efforts to give a quality treatment on the Cardassian people, and provide rules for their play to the LUG Trek line of games.

Like most Net Books, this document is a continual work-in-progress. Every effort has been made to extrapolate the facts presented in the various series into logical extensions, thus allowing us to detail out the Cardassian society in better terms.

However, we're only Human. We're not endowed with the famous Cardassian Photographic Memory. So we're bound to get



something wrong, here or there. You can help out in this endeavor by giving us feedback, letting us know what doesn't work, what doesn't fit, and what doesn't jibe with canon. Naturally, we've taken some artistic license as any artist does. But with your help we can make this a document that is as accurate as it possibly can be.

CHARACTERS

Chapter Two: Character Creation

Cardassian characters are generated using most of the standard character generation process from the *Star Trek: Deep Space Nine Role-playing Game* core book. A player chooses the Cardassian template, chooses an overlay for that template, and then fleshes out the character using the Background History. Cardassians have unique overlays specific to them, and this chapter details those overlays.

Cardassians are often presented in both *The Next Generation* and *Deep Space Nine* as villains and heavies. Does this mean you have to be a villain too? Of course not. Cardassians do not see themselves as villains; they've done what they have done because they have an empire to protect, and they're doing the best job they know how.

The Cardassian psyche is very different from our own. What is important to them is not necessarily important to humans, Klingons or Vulcans. Private almost to the point of xenophobia, Cardassians play their cards close to their vests. They are wary enough of outsiders to consider an alien viewing their dead an act of desecration. They are proud of their accomplishments and their Union, and would go far to protect both. Cardassians have a strong sense of duty to the state, though their devotion levels reach nowhere near that of the Romulans. They have a fierce sense of loyalty to their families. Sometimes they can seem cold and calculating to outsiders, but that is merely because a Cardassian allows you to see only what he wants you to see of both his emotions and his mind. When creating a Cardassian character, it is important to place yourself in their position and look at the galaxy through their eyes.

Not all Cardassians are heavies. *Deep Space Nine* had some memorable examples of honorable Cardassian characters. What about Amin Marritza, the file clerk who changed his appearance to look like the Butcher of Gallitap, so he could erase his own guilt of not being able to help the Bajorans tortured at the Gallitap labor camp? What

about Gul Damar, who turned his alcoholism around to rebel against his Dominion masters? Damar killed Ziyal, however he was doing what he perceived as his duty. His superior officer had become unhinged at Ziyal's decision to stay on Deep Space Nine after the Cardassian-Dominion withdrawal, and it was Damar's responsibility to rectify that situation. What about Elim Garak? While his background has some sinister undertones, Garak truly became a man of honor and redeemed this past over and over again.

While playing a Cardassian can be a challenge, it is far from an impossible task.

THE MEASURE OF A CARDASSIAN

There are several traits that appear to be the guiding force for the Cardassian psyche. Even though every character is an individual with their own wants and needs, these traits are associated closely with the Cardassian people, and tie them together in a generalized fashion. Most Cardassians will have all of these traits, whereas some among the race will have one, and possibly even none at all. It all depends on the individual and how you, the player, envision the character. No points are assigned during this stage; these are merely traits common to most Cardassians.

These traits are best used as a launching point for character ideas. 'Aggressive' does not mean that the character starts fights in every encounter, but that certainly is a valid interpretation. An aggressive merchant would push hard to get the best deal that he could. An aggressive pilot would push her ship (and herself too) harder than other pilots.

Aggression

Cardassians are renown outside of their space as brutal thugs. This is merely a misinterpretation of Cardassian tactics, strategies, and philosophy. This so-called 'brutality' could best be summed up in their aggression trait. Cardassians don't play around when it comes to threats against themselves or their state. Generally, Cardassians believe that if someone hits you, you should hit them back twice as hard. The enemies of the Cardassian people interpret this as brutality, while Cardassians see it as a form of economy of action. The quicker the conflict ends, the less resources are needed to throw at the conflict. Mercy is for the weak, and only the strong survive; it is this attitude that has gained them a reputation for bullying.



Pride

What the Cardassian people lack in raw resources, they make up for in pride. Most Cardassians are proud of their heritage and what their empire has accomplished. Even those Cardassians who have reason to despise the state are proud of it. And this pride is assuredly not misplaced. What Cardassian's heart wouldn't swell with pride at the sight of Lakarian city under the hot amber glow of the Cardassian sun? Who wouldn't be proud of the sight of the Third Order in training under their Gul? Their accomplishments in science, art, architecture, and war all speak for themselves, and Cardassians are often quick to boast over them.

Cunning

Cardassians are quite the expert strategists. All Cardassian children, at the age of four, undergo rigorous mental training. This training includes games of strategy,

as well as exercises designed to hone the memory skills of their youth. This intensive training allows a Cardassian to think in multiple levels and multi-task their information processes. The Cardassian mind is exceptionally sharp; it has to be. Cardassians cannot afford to waste resources, so out-thinking your opponent should always be the first option in a confrontation.

Meticulousness

The same childhood training that gives a Cardassian photographic memory and makes them seem cunning to their opponents also makes them sticklers for details. When constructing a plan, they will usually try and approach it from every angle before implementation, just to make sure that the plan is tight and holds no loopholes for failure. This attention to detail is impressive, as it flows over into almost every aspect of Cardassian life – from record keeping at the Cardassian Central Archives to fiscal management for a household, to always being on time.

CARDASSIAN TEMPLATE

To play a Cardassian character, a player will select the Cardassian Template from page 45 of the *Star Trek: Deep Space Nine* Roleplaying Game Core rulebook.

CARDASSIAN OVERLAYS

Once a player has filled in the details of their template, the character next selects an overlay to represent the character's job or position in life. Naturally, it is beyond the scope of this book to document every possible occupation that a Cardassian can hold in the Union, so only a slice of their life is represented here. As always, if you feel that something is missing from what we have provided, you are encouraged to create your own overlay. Get together with your Narrator and discuss the possibilities.

Generally, once a *Te'alakesh* places a child in a school (see Book I, page XX for more details), they do not change careers. The Cardassian state assigns their populace what jobs they will fulfill. Most Cardassians serve the state without question, so they see it as their duty to do the best job that they can in the position that they have been given. The exception is when a Cardassian is disgraced to Scralan social status and loses his job. These Scralan will usually leave Cardassia Prime and head for the fringe worlds for manual labor, work on freighters, and some even leave the Union altogether out of shame. Exiles from Cardassian space also must find other means of employment.

Military Overlays

A career in the military is what most young boys on Cardassia dream of. While service to the state is highly admirable, most Cardassians join the military because of the benefits offered to the officers. The populace perceives those in the Central Command as being more important than those in the civilian jobs. Hence, a job among the military is preferred for a young Cardassian. Certainly, the Central Command receives its share of perks in relation to other jobs in the government and civilian life, and the average Cardassian wants himself and his family to have those benefits.

The following military overlays represent the education that the Cardassian receives at his specialized school from the age of ten until age eighteen.

Cardassian Naval Command

The character is posted to a command position in the Cardassian Navy. This could be either a position in the Central Command itself, or a posting on a starship. The character showed a penchant for command when she was very young, or has managed to get a sponsor to attend the right school. Either way, the character has attended the Ba'dorah Command School.

Cardassian Naval Engineer

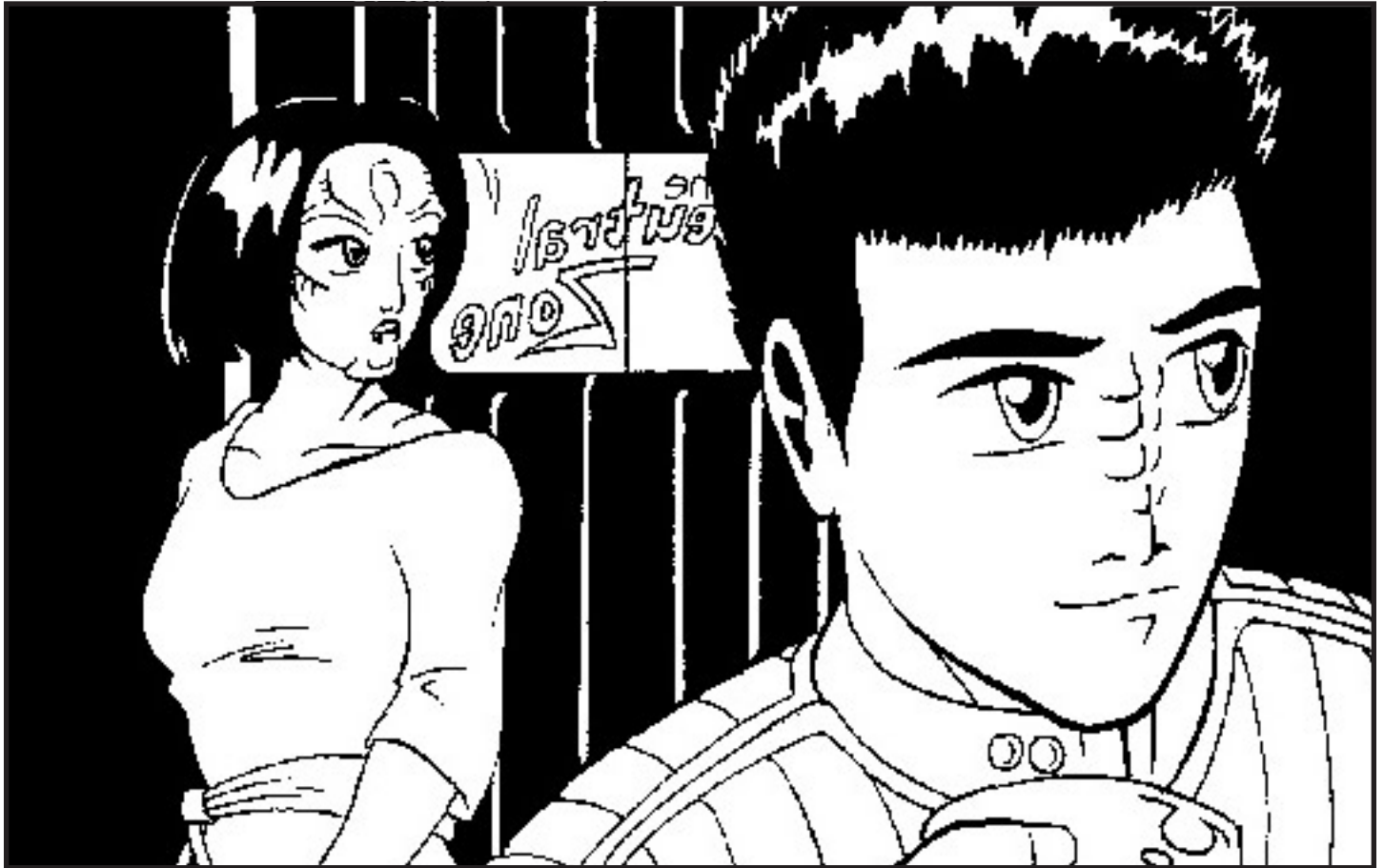
Cardassian starship engineers care for the ship's maintenance and power systems and make sure that everything is functioning at 100% on board their starships. They coordinate between the bridge and the other engineers, and lead repair teams during times of emergency. Most Cardassian engineers hail from the Ba'Kolmoir educational facility on Cardassia Prime. Cardassian women tend to dominate this field.

Cardassian Military Medical Overlay

These are the healers of the military, for both the Naval and Army forces. Female soldiers generally man this field, and they have attended schools such as Ba'Kolmoir on Cardassia Prime.

Cardassian Military Operations Overlay

The Operations branch of the Central Command is centered around logistics and supply. Having control of the resources on a ship is a large responsibility for



the Operations Officer, and many in this field are quite respected. Operations also consists of information management. The best Operations Officers do not attend school on Cardassia, as the best school for Operations is Ba'Gurfe on Kora II.

Cardassian Military Sciences Overlay

Cardassian Science Officers are much like other scientists throughout the galaxy. They study phenomena, make observations based on available data, and theorize. A scientist will select their primary focus for study by selecting appropriate specializations for the first Science selection in the overlay. Most Cardassian scientists have attended the Ba'Kolmoir academy on Cardassia Prime, and are usually of the female sex.

Cardassian Military Security Overlay

Military Security, for both Army and Naval forces, attend the Ba'Marren military academy on Cardassia Prime. The security officers perform the same duties as security officers everywhere – from guarding prisoners to keeping a ship safe from intruders and stowaways, as well as heading up standard criminal investigative work.

Cardassian Military Tactical Overlay

Ba'Remolk is the training academy for Tactical Officers. These officers create strategies and tactics for small-unit and large-scale warfare. The best Tactical Officers in the Central Command are those who can give a victory at a minimal loss of resources.

Cardassian Military Intelligence Overlay

This overlay is for a character that is in the Fifth, or Jade Order, in Military Intelligence. Because the Obsidian Order rarely shares its intelligence with the Central Command, the military maintains this division of intelligence. The character may be an analyst or an operative in the field. For more information on the Jade Order, please see Book I, page 51. Most of these operatives are trained at Ba'Remolk.

Cardassian Military Pilot Overlay

This overlay is for those Cardassians who serve the state by flying vehicles, whether it is a Bok Vala class shuttlecraft, or the Gorvall-class Orbital Troop Transport. Officer flight school is held on Cardassia Prime at the Ba'Diqza academy.

Cardassian Naval Command

Skills

Administration (Starship Administration) 2 (3)
Athletics (choose Specialization) 2 (3)
Command (Starship Command) 2 (3)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 Federation Standard 1
Law (Orders' Military Regulations) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Starship Tactics (choose Specialization) 1 (2)

Cardassian Naval Engineer

Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
Engineering, Any (choose two Specializations) 2 (3) and (3)
Engineering, Any Other (choose two Specialization) 1 (2) and (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Order's Military Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Physical Sciences (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (choose two Specializations) 2 (3) and (3)
Vehicle Operations (choose Specialization) 1 (2)

Cardassian Military Medical

Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
First Aid (choose Specialization) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 2 (3)
Life Sciences (choose Specialization) 2 (3)
Medical Sciences (choose Specialization) 2 (3)
Personal Equipment (Cardassian Medical Tricorder) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Medical Systems) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

Cardassian Military Operations

Skills

Administration (choose Specialization) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose Related Specialization) 1 (2)
Shipboard Systems (choose Specialization) 2 (3)
Systems Engineering (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operations (Cardassian Shuttle) 2 (3)

Cardassian Military Sciences

Skills

Administration (Logistics) 1 (2)
Computer (choose two Specialization) 2 (3) and (3)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 1 (2)
Personal Equipment (Cardassian Tricorder) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose two Specializations) 2 (3) and (3)
Science, Any Other (choose Specialization) 1 (2)
Shipboard Systems (Sensors and one other Specialization) 2 (3) and (3)
Vehicle Operations (Cardassian Shuttle) 1 (2)

Cardassian Military Security

Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical)) 2 (3)
Systems Engineering (Security) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operations (Cardassian Shuttle) 1 (2)

Cardassian Military Tactical

Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (Tactical) 2 (3)
Systems Engineering (Security) 1 (2)
Tactics (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operations (Cardassian Shuttle) 1 (2)

Cardassian Military Intelligence

Skills

Athletics (choose Specialization) 1 (2)
Behavior Modification (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 One other at 1
Law (Fifth Orders' Military Regulations) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Strategic Operations (choose Specialization) 2 (3)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

Cardassian Military Pilot

Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Orders' Military Regulations) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Flight Control and choose one Specialization) 2 (3) and (3)
Space Sciences (Stellar Cartography) 1(2)
Vehicle Operations (choose two Specializations) 2 (3) and (3)

Cardassian Obsidian Order Spy

Skills

Athletics (choose Specialization) 1 (2)
Behavior Modification (choose Specialization) 1 (2)
Computer (choose two Specializations) 1 (2) and (2)
Disguise (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
Espionage (choose any two Specializations) 2 (3) and (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 Language of choice 1
Personal Equipment (choose Specialization) 1 (2)
Persuasion (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (Security Systems and choose one Specialization) 1 (2) and (2)
Unarmed Combat (choose Specialization) 1 (2)

Cardassian Obsidian Order Assassin

Skills

Behavior Modification (Resistance) 1 (2)
Computer (choose Specialization) 1 (2)
Concealment (Conceal Weapon) 1 (2)
Demolitions (choose Specialization) 1 (2)
Disguise (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 1 (2)
Espionage (choose Specialization) 2 (3)
Language
 Cardassian 1
 One Other 1
Medical Sciences (Toxicology) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Persuasion (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Stealth (Stealthy Movement) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)

Cardassian Diplomat

Skills

Administration (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Diplomacy (choose Specialization) 2 (3)
Espionage (Observation) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 Language of Choice 1
Law (Cardassian) 1 (2)
Persuasion (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Social Sciences (choose Specialization) 1 (2)

Cardassian Merchant

Skills

Administration (Cardassian Bureaucracy) 1 (2)
Bargain (choose Specialization) 2 (3)
Computer (choose Specialization) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 Language of Choice 1
Law (Trade Regulations) 1 (2)
Merchant (choose Specialization) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Persuasion (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

Cardassian Scientist

Skills

Administration (choose Specialization) 1 (2)
Computer (choose 2 Specializations) 2 (3) (3)
Dodge 1
History (Cardassian) 1 (2)
Language
 Cardassian 1
Personal Equipment (choose Specialization) 2 (3)
Science, Any (choose two Specializations) 2 (3) and (3)
Science, Any Other (choose 2 Specializations) 1 (2) (2)

Cardassian Legal Profession

Skills

Administration (choose 2 Specializations) 1 (2) (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Diplomacy (Cardassian Law) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Cardassian and one other Specialization) 2 (3) and (3)
Persuasion (Debate)(choose Specialization) 2 (3) and (3)
Social Sciences (choose Specialization) 1 (2)

Cardassian Bureaucrat

Skills

Administration (Cardassian Bureaucracy) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 2 (3)
History (Cardassian) 1 (2)
Language
 Cardassian 1
 Language of Choice 1
Law (Cardassian) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Politics (choose Specialization) 2 (3)

Obsidian Order Overlays

The Obsidian Order maintains several training facilities across the Union, and all of their locations are secret. No Cardassian child is placed into these schools by the Te'alakesh teachers, rather, the Order watches for those students who are washing out of other academies. Sometimes the attributes that make a poor student are the same that make excellent operatives, and the Order watches the washouts carefully, sometimes testing them right before being booted out of their respective academies with covert tests of loyalty and cunning.

While the Obsidian Order has branches, all agents are trained in pretty much the same fashion. Characters should choose packages related to their ultimate Order Branch.

Cardassian Obsidian Order Spy Overlay

Intelligence gathering, both local and abroad, consumes most of the Obsidian Order's biological resources. The character is an intelligence operative working undercover among either the Cardassian people, or in an alien culture, gathering intelligence for the Order.

Cardassian Obsidian Order Assassin Overlay

The character is an intelligence operative who not only gathers intelligence, but also acts as an assassin for the Obsidian Order. These specially trained operatives are peppered throughout the Union (and outside of it) to act as the Obsidian Order's means of disposing of those who go against the goals of both the Union and the Order. Assassination is a politically messy business, and is relied on as a last resort. The assassinations that do occur are accomplished with great subterfuge, and are usually pinned on Cardassian traitors or outside governments.

Civilian Overlays

Not all Cardassian citizens are in the military. Many jobs within the Union are taken up by civilians.

Cardassian Diplomat Overlay

Like most major powers in the Alpha Quadrant, the Cardassians send out envoys to other powers to maintain diplomatic relations. While some of these so-called diplomats are really Obsidian Order operatives, most members of the Cardassian diplomatic corps are truly diplomats. These characters serve the Cardassian state abroad and represent them in treaty negotiations, are often older in age, and are usually ex-military.

Where is the Dissident Overlay?

Cardassian dissidents must maintain absolute secrecy in their endeavors. Because of this, all Dissidents must have a cover to prevent them from being exposed to the Obsidian Order. This cover is the Cardassian's normal position in Cardassian society. Thus, there is no dissident overlay.

Provided in each character development stage is a dissident package to allow for dissident leanings.

Cardassian Merchant Overlay

The character is a merchant, trader, or has some sort of skilled trade. These characters keep the Cardassian economy rolling, and perform tasks that most Cardassian military officers would consider demeaning.

Cardassian Scientist Overlay

Much like scientists across the Quadrant, Cardassian scientists study the mysteries of the galaxy. They staff laboratories and research stations across the Union, research, study, invent, and investigate. Most scientists in the Cardassian Union are female Cardassians.

Cardassian Legal Profession Overlay

The character is an Archon, a Conservator or even Nestor in the Cardassian system of jurisprudence. The Cardassian legal system is swift, deadly and effective. The challenge isn't to determine the guilt of a 'suspect', it is determining what exactly he is guilty of. See Book I, Chapter 2 for more information on the Cardassian justice system.

Cardassian Bureaucrat

The character is a worker entrenched in the Ministerium Bureaucracy. She could be a low-level filing clerk, a mid-level manager or a high-ranking Director. If the Military is the backbone of the Cardassian state, the bureaucracy is the heart that keeps the blood of the people flowing.

BACKGROUND HISTORY

At this point in character generation, you must decide on your character's background history. Who were his parents? Did he have any siblings? Who was the character's Te'alakesh? What advanced schooling did he receive? Did he have a sponsor? These are important questions in

fleshing out the character's history. It allows you to get to know the character better, and it gives the Narrator important plot hooks on which to build stories for your character.

You don't need to write a novel for your background. Jotting down a few events on a timeline will usually suffice. Tying the background into established *Star Trek* canon can also lead to more stories and a feeling that your character is part of the larger *Star Trek* universe.

In the following sections you will see reference to packages. These are included to present a variety of options that can be selected for your character with a predetermined amount of points. It allows you to quickly select a set of skills, advantages and disadvantages without having to worry about tallying up the points for them. If a particular package doesn't fit your needs, then change it – it's your game after all.

Universal Background List

At any time during character creation, a Cardassian character can select skills, advantages and disadvantages from the Universal Background List, located on page 14. This set of stats is not governed by training or profession, but rather is open enough to acquire any time during the character's lifetime.

Early Life

This stage of a character's background history represents from the time they are born, until the age of nine years old. It is at this time that a child is selected for his advanced training by the *Te'alakesh* teachers. Important questions you should ask yourself at this time range from who were the character's parents, to who are his siblings? You should get a good idea of how the character was raised as a child, as this affects how the adult character will behave. Was he a bully or one of the endless victims? What made him stand out to his *Te'alakesh* to make him what he is today? All of this is important to consider in order to give depth to the character and flesh him out into a well-rounded individual. A character receives six development points for the Early Life stage of his Background History.

Explanation of Early Life packages

Academic Upbringing

The character was brought up in an academic environment. The character's parents could have been scholars and imposed strict study habits onto the child, or the child could have been a bookworm much to his Naval Command father's dismay.

Colonial Upbringing

The character was brought up on a frontier colony world or client world, having the hardscrabble life that goes along with it. The life of a colonial is difficult, often having

to fend for themselves in terms of resources.

Dissident Upbringing

The character's parents were probably political or religious dissidents. This could be a family secret, or her parents could have been executed for their crimes long ago. Even if the character never believed, or no longer believes in the dissident movement, guilt by association can be career-ruining.

Famous Parents

The character's parents are celebrated on Cardassia. The character's father could be a gul who helped quell the Bikas revolt, or his mother has a seat on the Detapa Council.

Military Brat

One (or both) of the character's parents were part of the Central Command. While they did not distinguish themselves throughout their career, they've served the Union well through their years of loyal dedication.

Normal Upbringing

The character's early life was fairly well normal. His parents have dutifully served the state as civilians, not achieving glories, but not accumulating dishonor either.

Orphan

The character does not know who his parents are, or they died when he was very young. In any case, the character's parentless existence has marked him as a pariah in the eyes of Cardassian society.

Mandatory Military Service

Upon completion of a Cardassian's advanced education (represented by the character's overlay), a Cardassian is placed into mandatory military service. All Cardassians must perform this mandatory service to the state or be arrested and executed for treason. This service lasts for two years if no special duties are performed, and three years if there are special duties. Only military concept characters can perform special duty.

Advanced Civilian Training

This stage of the Background History is for civilian character concepts. It details the ages of nine through eighteen of the character. This stage represents what skills were learned from the educational center that your character attended. You should ask yourself questions such as what schooling the character received and where, who his instructors were, and what kind of friends (or enemies!) the character made during this time. A character receives nine development points during this stage of the Background History.

Explanation of Advanced Civilian Training packages

Bureaucratic Training

The character received knowledge of the Cardassian bureaucracy and how to work within it.

Colonization Training

The character learned, through schooling or through experience, how to effectively colonize a world. They have learned the dangers of colonization as well as its rewards.

Diplomatic School

The character has learned the ins and outs of diplomacy, how to be tactful, how to negotiate and how to better orate for persuasion purposes.

Dissident/Criminal

Even though crime is rare on Cardassia, political dissention is not uncommon. The character has had experience evading the Obsidian Order and security personnel for their actions or their beliefs. The character could be a thief, or a student who has decided that the old Hebitian ways are better than what the military has to offer.

Higher Education

The character has attended a major school on Cardassia and has had an intellectual education.

Civilian Professions

This stage of character creation is to be used only if the character you are generating is not in the military. This stage covers the adulthood part of the character's life, and reflects skills, advantages, and disadvantages that the character could have accumulated while working in their line of duty to the state. For every five-year term of service to the union, a character receives ten development points to spend on their development, for up to three terms of service.

Explanation of Civilian Professions

Bureaucrat

For this term, the character has been entrenched in the Cardassian bureaucracy. The character could be a paper-pusher, a filing clerk, or a supervisor in one of the Union's many Ministries.

Colonist

The character has been helping colonize a world for the glory of Cardassia and the prosperity of the union. Colonization is challenging work, usually on the frontiers,

and colonists are respected as being hard workers able to endure harsh conditions.

Dissident/Criminal

The character is active within the dissident movement. This could be for democratic reform, anti-military views, or even for religious freedom. Whatever the character's beliefs, she is a criminal in the eyes of the Central Command and Obsidian Order.

Diplomat

The character has spent time among client states within the Union, or with aliens outside the union. While Cardassian diplomacy often involves heavy weapons, some Cardassians specialize in negotiations and diplomatic relations in order to at least present the façade of mutual cooperation. Some of the duties of local diplomats is to mediate disputes between Cardassians since there is no court to handle civil claims.

Instructor

The character has spent time training the youth of Cardassia in one of the various (non-military) academies throughout the Union.

Legal

The character is an active Nestor, Archon or Conservator in the Cardassian system of juris prudence. These jobs take a thick skin, as the verdict is always guilty and the punishment usually death.

Advanced Military Training

The character, during this stage of the background history, attends one of the various academies throughout the Union. There, they learn the skills that are required by the military for successful service to the state. The character receives nine development points to spend during this stage of character generation.

Explanation of Advanced Military Training packages

Advanced Tactical Command Academy

The character has trained in advanced tactics, and can successfully plan strategies to use against hostiles of the Union, both internally and externally.

Advanced Research Engineering

The character has learned how to repair and maintain the technology of the Union, from warp cores on starships to fusion reactors on Starbases.

Colonization School

The character has attended advanced colonization studies and has learned how to approach colonization from a military standpoint.

EVA Training

The character is well trained for extra-vehicular activities in space.

Intelligence Training

The character has received training in intelligence and covert operations, and will one day be a part of the Jade Order, the military wing of Cardassian intelligence.

Science

The character has received training in relation to scientific discovery, observation, theory and research.

Medical Instruction

The character has received training in science of Cardassian medicine.

Military Tour of Duty

Explanation of Military Tour of Duty packages

Academy Instruction

The character has seeded the young minds of Cardassian children at one of the academies across the Union, probably at the same place that they were trained at themselves.

Bajoran Occupation

The character served on or near Bajor during the occupation. This was a highly coveted position considering the enormous amounts of resources that the Bajorans had to offer.

Deep Space Exploration Mission

The character was assigned to a starship at the fringes of the Union, exploring, surveying, or investigating interstellar phenomena.

Diplomatic Mission

One of the more rare military tours, the character served as a diplomat to a foreign power. While this could be an external power such as the Romulans, it could also mean a posting inside the Union on a client state.

Front Line

The character served on the front lines during a conflict. Whether during the Cardassian/Federation wars, or as a colonist fighting in the demilitarized zone, the character has engaged in front-line armed conflict.

Counterintelligence

Intelligence is the bread and butter of the Obsidian Order, but the military tries to keep them out of Central Command's business via counterespionage techniques. The character has served at a post to prevent hostiles (internal or external) from gleaning intelligence.

Central Command

The character has served at the Central Command's headquarters on Cardassia Prime. This is considered a very distinguished posting.

Skirmish

The character served on a ship or in a unit that was engaged in a minor, but relatively well-known battle.

Starbase Posting

The character was posted to an orbital base or one of the larger Nor-class starbases that are scattered throughout the Union.

Dissident

Whether a political or religious dissident, the character has run afoul of the State's philosophies and can be considered a criminal if his loyalties are discovered.

Military Intelligence

The character has served in the Jade Order, the military intelligence wing of the Cardassian forces. This package represents active deployment as an intelligence agent.

Obsidian Order Tour of Duty

Explanation of Obsidian Order Tour of Duty packages

Counterintelligence

Preventing external forces from gleaning intelligence is half of the spy game. The character has served in the capacity of rooting out foreign spies and local traitors, whether using technical or biological assets to accomplish those ends.

Crypto analysis/Data Analysis/Traffic Analysis

The Obsidian Order generates enormous amounts of intelligence data. The character has served in a position responsible for analysis, compilation and generally making sense of all the data. They also decode encrypted messages and monitor comm traffic, both inside and outside of the Union.

Interrogation

The character has served as an interrogator, charged with extracting information from a subject by either subtle coercion or brute force.

Observer

The character has served as an observer, that is, someone who watches over a segment of the population. Each Ministry has its own observer assigned to it, as does the various military departments. It is the observer's assignment to oversee operations to make sure that they conform to the Obsidian Order's objectives.

Undercover Operations

The character has served as an undercover operative, whether internally or externally in a foreign state.

Academy Instruction

The character has been assigned to teach at one of the various academies scattered throughout the Union, either teaching intelligence, or instructing on another subject while maintaining a covert cover.

Assassin

The character has served the Union in the capacity of an assassin. Assassination is a messy political business, however sometimes the Obsidian Order must eliminate someone (either among the Cardassian government or in a foreign power) to accomplish its ends.

Infiltration

The character has infiltrated a dissident group for the Order in order to gain intelligence on them. The dissident group could be either political or religious in nature.

Vesala

Vesala, roughly translated as 'network', is the unit of political, personal and social currency used by the Cardassian people. It is a measure of the intricate web of contacts that a Cardassian maintains. It allows a Cardassian to draw favors based on their *vesala* rating - the higher the rating, the larger the favor that can be called in.

Vesala is very important to the Cardassian people, even more so than service to the state. Because the government is complex and power shifts in the upper echelons happen often, Cardassians maintain their network of contacts in order to accomplish tasks to their personal benefit.

Just because a favor is called in, does not mean that the individual in question can accomplish the task of the favor. However, that person would probably know someone else who does, and so on. In that case, the price of that favor will go up.

Much like a commodity, *vesala* is exchanged between two Cardassian characters. When a Cardassian calls in a favor, his *vesala* rating goes down. Likewise, the Cardassian performing the favor receives the same

Tallying Starting Vesala:

Automatic: 2 Vesala

For every point in Contact, player receives 2 Vesala.

For every point in Patron, player receives 3 Vesala.

For every point in Ally, player receives 4 Vesala.

For every point in Social Status, player receives 5 Vesala.

For every point in Wealth, the player receives 5 Vesala.

For every point in Rank, player receives 5 Vesala.

For every point in Influential, player receives 2 Vesala.

For every point in Extended Family, the player receives 2 vesala.

Player may purchase 2 Vesala for 1 DP.

amount of *vesala*, and her rating goes up. Unlike the Romulans' Glory rating, a Cardassian's *vesala* rating can enter the negative numbers. This reflects the Character going into 'favor debt'. Each favor called in while the Cardassian is in debt costs more - pushing the character farther and farther into debt. If a Cardassian reaches -20 in *vesala*, he will become a pariah in the eyes of his contacts and they will resist further assistance until the *vesala* rating is brought back up to a socially acceptable standard. The only case in which a Cardassian cannot drop into negative *vesala* is if the character has the Influential Advantage. See Page 30 for more information.

Vesala does not 'refresh' like Courage Points. Once it is spent, it is gone forever, until the character performs another favor for someone who possesses *vesala*.

Rank

Calculate how many points of Promotion that the Cardassian has received in character generation to obtain the character's starting rank. See the Promotion chart on page 28.

Courage Points

Cardassians do not start off with any courage points. However, a Cardassian character can purchase them in character generation for the standard 3 DP (up to a maximum of 5 points of Courage). Courage Points for Cardassians work in the same fashion as for other races.

Wound Levels

To calculate Wound Levels for your character, please see page 60 of the *Star Trek: Deep Space Nine* core game book.

Universal Background List

Skills

Acrobatics Administration Animal Handling Artistic Expression Athletics Bargain Charm Computer Concealment Craft	Culture Demolitions Diplomacy Disguise Dodge Energy Weapon Engineering, Any Fast Talk First Aid Gaming	History Intimidation Knowledge Languages Law Merchant Personal Equipment Persuasion Planetary Tactics Planetside Survival	Primitive Weaponry Science, Any Search Sleight of Hand Stealth Streetwise Unarmed Combat Vehicle Operations World Knowledge
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Advantages

Ally (+2 to +5) Athletic Ability (+2) Bold (+1) Contact (+1 to +3)	Curious (+1) Famous Incident (Varies) Favors Owed (Varies) Medical Remedy (Varies)	Patron (+2 to +4) Quick Draw (+2) Resolute (+3) Sexy (+2)	Shrewd (+1) Social Status (+1 to +4) Strong Will (+2) Wealth (+1 to +6)
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Disadvantages

Argumentative (-1) Chronic Pain (-2) Code of Honor (-2 to -5) Dependent (-2) Diminished Social Status (-2) Embarrassment (Varies) Exile (-1 to -4)	Fanatic (-2 to -3) Greedy (-1) Hides Emotions (-2) Hypochondria (-1) Impulsive (-1) Intolerant (-1 to -3) Medical Problem (-1 to -3)	Obligation (-1 to -3) Obsessive Tendencies (-3) Pacifism (-1 to -5) Physically Impaired (-1 to -3) Poor Chemoreception (-1) Poor Hearing (-1) Poor Sight (-2)	Power Hungry (-1 to -2) Rival (-1 to -3) Romantic Attachment (-1 to -3) Scrutinized (-2) Shady Background (-1 to -5) Sworn Enemy (-1 to -3) Vengeful (-1 to -2)
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Academic Skills	Survival Skills	Other Skills	Military Skills
Culture History Knowledge Language Law Sciences, All World Knowledge	Dodge Energy Weapon First Aid Primitive Weaponry Stealth Unarmed Combat	Animal Handling Psionic Skill (if applicable) Streetwise Theology	Administration (Logistics) Energy Weapon Heavy Weapons Planetary Tactics Primitive Weaponry Projectile Weapons Starship Tactics Strategic Operations Systems Engineering (Weapons Systems) Unarmed Combat

Early Life History

The character receives 6 development points for the Early History stage.

Attributes

Any

Advantages

Alertness (+2)	Excellent Chemoreception (+1)	Mathematical Ability (+3)	Sense of Time (+1)
Alien Upbringing (+1)	Excellent Hearing (+2)	Mixed Species Heritage (+6)	Social Status (+0 to +4)
Ambidexterity (+2)	Excellent Metabolism (+1)	Multitasking (+2)	Sponsor (+2)
Double Jointed (+2)	Excellent Sight (+2)	Night Vision (+2)	Tactical Genius (+3)
Eidetic Memory (+3)	Extended Family (+1 to +3)	Organ Redundancy (+2)	Toughness (+2)
Enhanced Vision (+2)	High Pain Threshold (+2)	Peripheral Vision (+1)	
Engineering Aptitude (+3)	Innovative (+1)	Rapid Healing (+1)	
Excellent Balance (+1)	Language Ability (+2)	Sense of Direction (+1)	

Disadvantages

Bloodlust (-2)	Low Pain Threshold (-2)	Weak Will (-2)	Zero-G Intolerance (-2)
Diminished Social Status (-2)	Slow Healing (-2)	Weakness (-2)	

Early Life (6 points)

Academic Upbringing: Academic Skill (see box) (Choose Specialization) 1 (2), +1 to Logic Edge, Computer (Cardassian) 1 (2), Argumentative (-1)

Colonial Upbringing: Survival Skill (see box) (Choose Specialization) 1 (2), +1 to Vitality Edge, Intolerant (-1) (race near colony), Planetside Survival (Choose Specialization) 1 (2)

Dissident Upbringing: Theology (Hebitian) 1 (2) OR Politics (Choose Specialization) 1 (2), Dark Secret (-2), +2 to Reaction Edge, Stealth (Choose Specialization) 1 (2)

Famous Parents: Social Status (+4), Arrogant (-1), Rival (-1), +2 Vesala, Intellect Skill of choice at 1 (2)

Military Brat: Administration (Cardassian Bureaucracy) 1 (2), +1 to Strength OR Dexterity Edge, World Knowledge (Choose Specialization) 1 (2), Rival (-1)

Normal Upbringing: Athletics (Childhood Sport) 1 (2), Add Specializations to 2 Different Template Skills, +1 to Dexterity OR Strength Edge.

Orphan: Diminished Social Status (-2), Survival Skill (see box) (Choose Specialization) 1 (2), Charm (Choose Specialization) OR Intimidation (Choose Specialization) at 1 (2), +1 to Reaction Edge, +1 to Strength OR Dexterity Edge.

Advanced Civilian Training

The character receives 9 development points for the Advanced Civilian Training stage.

Attributes

Any

Skills

Behavior Modification
Command
Personal Equipment
Planetside Survival

Security
Shipboard Systems
Life Sciences
Medical Sciences

Physical Sciences
Planetary Sciences
Politics
Social Sciences

Space Sciences

Advantages

Alertness (+2)
Innovative (+1)

Multitasking (+2)
Sense of Time (+1)

Species Friend (+2 to +5)

Disadvantages

Addiction (-1 to -3)
Arrogant (-1)

Compulsion (-1 to -3)
Dark Secret (-1 to -3)

Marked Man (-1 to -3)
Species Enemy (-3 to -5)

Civilian Training Packages

Bureaucratic Training: Administration (Cardassian Bureaucracy) 1 (2), Computer (Cardassian) 1 (2), Contact (Bureaucrat) +2, +1 Logic edge

Colonization Training: Administration (Colony) 1 (2), Engineering, Material (Civil) 1 (2), Survival Skill (see box)(choose specialization) 1 (2)

Diplomatic School: Diplomacy (Intergalactic Affairs) 1 (2), Politics (Intergalactic) 1 (2), Law (Intergalactic) 1 (2)

Dissident/Criminal: Theology (Hebitian) OR Streetwise (choose Specialization) OR Social Sciences (Cardassian Political System) 1 (2), Dark Secret (Criminal) -2, +1 Reaction edge, Stealth (Hide) 1 (2), Bold +1, Academic Skill (see box)(choose Specialization) OR Sleight of Hand (Pick Pockets) 1 (2)

Higher Education: Academic Skill (see box)(choose Specialization) 1 (2), Computer (Research) 1 (2), Language (choice) 1 (2)

Legal: Law (Cardassian) 2 (3), Persuasion (Oratory) 2 (3), Fanatic -3

Civilian Professional Career (10 points)

The character receives 10 Development Points for the Civilian Profession Career Stage.

Perception

Willpower

Attributes

Skills

Behavior Modification
Command
Personal Equipment

Life Sciences
Medical Sciences
Physical Sciences

Planetary Sciences
Politics
Security

Social Sciences
Space Sciences

Advantages

Commendation (+1 to +3)
Department Head (+1 to +4)

Influential (+3 to +5)
Political Rank (+2 to +6)

Sense of Time (+1)
Species Friend (+2 to +5)

Disadvantages

Addiction (-1 to -3)
Arrogant (-1)

Bloodlust (-2)
Compulsion (-1 to -3)

Dark Secret (-1 to -3)
Marked Man (-1 to -3)

Species Enemy (=3 to -5)
Suppressed Memory (-2)

Civilian Profession Packages

Bureaucrat: Administration (Cardassian Bureaucracy) 2 (3), Contact (Other Bureaucrat) +1, Computer (Cardassian)

Colonist: Survival Skill (see box)(choose specialization) 1 (2), Planetside Survival (choose specialization) 1 (2), Athletics (choose Specialization) 1 (2), Bold +1

Dissident/Criminal: Theology OR Streetwise (choose Specialization) OR Social Sciences (Cardassian Political System) 1 (2), Stealth (Hide) OR Fast Talk 1 (2), Shady Background -2, Gaming (choose Specialization) 1 (2), Sleight of Hand (Pick Pockets) OR Computer (Cardassian) 1 (2)

Diplomat: Diplomacy (choose Specialization) 1 (2), Persuasion (Oratory) 1 (2), Charm (Influence) 1 (2), +1 to Logic edge

Instructor: Academic Skill (see box)(choose Specialization) 2 (3), Argumentative -1, Curious +1, +1 Logic Edge, Administration (Academic) 1 (2)

Legal: Law (Cardassian) 2 (3), Administration (Cardassian Bureaucracy) 1 (2), +2 Vesala

Military Academy Training (9 points)

The character receives 9 Development Points for the Military Academy Training stage of life history.

Attributes

Any

Skills

Behavior Modification
Command
Espionage
Heavy Weapons
Life Sciences

Medical Sciences
Personal Equipment
Physical Sciences
Planetary Sciences
Planetary Tactics

Planetside Survival
Politics
Projectile Weapon
Security
Shipboard Systems

Social Sciences
Space Sciences
Starship Tactics
Strategic Operations

Advantages

Alertness (+2)
Innovative (+1)

Multitasking (+2)
Sense of Direction (+1)

Sense of Time (+1)
Species Friend (+2 to +5)

Weapon Master (+2 or +4)
Zero G Training (+2)

Disadvantages

Addiction (-1 to -3)
Arrogant (-1)

Bloodlust (-2)
Compulsion (-1 to -3)

Dark Secret (-1 to -3)
Marked Man (-1 to -3)

Species Enemy (-3 to -5)
Suppressed Memory (-2)

Military Academy Packages

Advanced Tactical Command Academy: Strategic Operations (choose Specialization) 2 (3), Rival -2, +1 to Fitness, Starship Tactics (choose Specialization) OR Planetary Tactics (choose Specialization) 1 (2)

Advanced Research Engineering: Engineering, Any (choose Specialization) 2 (3), Computer (Research) 1 (2)

Colonization School: Engineering, Material (Civil) 1 (2), Planetary Sciences (choose Specialization) 1 (2), Survival Skill (see box)(choose Specialization) 1 (2)

EVA Training: Zero-G Training +2, Engineering, Material (choose Specialization) 1 (2), Vehicle Operation (choose Specialization) 1 (2), Bold +1

Intelligence Training: Behavior Modification (Information Extraction) 1 (2), Espionage (Cryptography) 1 (2), Persuasion (Intimidation) 1 (2)

Science: Sciences, Any (choose Specialization) 2 (3), Sciences, Any (choose Specialization) 1 (2), Curious +1, Argumentative -1

Medical Instruction: Medical Science (Cardassian) 2 (3), Life Science (Biology) 1 (2)

Mandatory Military Service (6 points)

All Cardassians, including civilians, must perform a mandatory military service after their advanced education is complete. This mandatory service lasts two years if no special duties are taken (see below), and three years if special duties are performed. Civilians are not allowed to take special duties. Civilians perform jobs that are similar to what they would be doing in civilian life. If the civilian is a bureaucrat, she will likely push paperwork for the glory of the Central Command.

Automatic Skills

Cardassians performing their mandatory military service must take the following:

Energy Weapon (Phaser) 1 (2)
Law (Military Regulations) 1 (2)
Culture (Military Order) 1 (2)
Obligation (Cardassian Military Reserves) -3

Special Duty (3 Points)

Attributes

Any

Skills

Behavior Modification
Command
Espionage
Planetary Tactics
Starship Tactics

Strategic Operations
Heavy Weapons
Personal Equipment
Planetside Survival
Projectile Weapon

Security
Shipboard Systems
Life Sciences
Medical Sciences
Physical Sciences

Planetary Sciences
Politics
Social Sciences
Space Sciences

Disadvantages

Addiction(-1 to -3)
Arrogant (-1)

Bloodlust (-2)
Compulsion (-1 to -3)

Dark Secret (-1 to -3)
Marked Man (-1 to -3)

Species Enemy (-3 to -5)

Special Duty Packages

Bureaucracy Support: Administration (choose Specialization)

Engineering Support: Engineering, Any 1 (2)

Medical Support: Medical Science 1 (2)

Occupation: Security (choose Specialization) 1 (2) OR Language: Occupied Species

Physical Fitness: +1 to any physical Attribute, +1 to any physical edge

Security: Energy Weapon (Phaser) 1 (2) OR Dodge 1

Space Exploration: Space Sciences (choose Specialization) 1 (2), Curious +1, -2 Vesala

Military Tour Of Duty

The character receives 10 Development Points for the Military Tour of Duty background history.

Attributes

Perception

Willpower

Skills

Behavior Modification
Command
Espionage
Planetary Tactics
Starship Tactics

Strategic Operations
Heavy Weapons
Personal Equipment
Planetside Survival
Projectile Weapon

Security
Shipboard Systems
Life Sciences
Medical Sciences
Physical Sciences

Planetary Sciences
Politics
Social Sciences
Space Sciences

Advantages

Commendation (+1 to +3)

Department Head (+1 to +4)

Influential (+3 to +5)

Political Rank (+2 to +6)

Disadvantages

Addiction (-1 to -3)
Arrogant (-1)

Bloodlust (-2)
Compulsion (-1 to -3)

Dark Secret (-1 to -3)
Marked Man (-1 to -3)

Species Enemy (-3 to -5)

Military Tour Of Duty Packages

Academy Instruction: Military Skill (see box)(choose Specialization) 2 (3), Academic Skill (see box)(choose Specialization) 1 (2), +1 to Logic Edge

Bajoran Occupation: Language: Bajoran 1, Planetary Tactics (Guerilla Warfare + one other) 1 (2) (2), Security (choose Specialization) 1 (2), +1 Vitality, Intolerant (Bajoran Resistance) -1

Deep Space Exploration Mission: Space Sciences (Choose Specialization) 2 (3), Physical Sciences (choose Specialization) 1 (2), Bold +1

Diplomatic Mission: Diplomacy (choose Specialization) 2 (3), Politics (choose Specialization) 1 (2), +1 to Perception edge

Front Line: Strategic Operations (choose Specialization) 2 (3), Command (choose Specialization) 1 (2), +2 Vesala

Counterintelligence: Espionage (Counterintelligence) 1 (2), Behavior Modification (Torture) 1 (2), Security (choose Specialization) 1 (2), +1 Perception Edge

Central Command: Command (choose Specialization) 2 (3), Administration (Cardassian Bureaucracy) 1 (2), Rival -1

Skirmish: Strategic Operations (choose Specialization) 1 (2), Famous Incident +2, +1 Vitality OR Dexterity Edge, Starship Tactics (choose Specialization) OR Planetary Tactics (choose Specialization) 1 (2)

Starbase Posting: Administration (Starbase) 2 (3), Security (choose Specialization) 1 (2), +2 Vesala

Dissident: Theology (choose Specialization) OR Streetwise (choose Specialization) OR Politics (Cardassian) 2 (3), Dark Secret -2, Stealth (Hide) 1 (2), Espionage (Counterintelligence) 1 (2)

Military Intelligence: Espionage (choose Specialization) 2 (3), +1 Perception Edge, Behavior Modification (Torture) 1 (2)

Obsidian Order Tour of Duty

The character receives 10 Development Points for the Obsidian Order tour background history.

Attributes

Perception

Willpower

Skills

Behavior Modification
Command
Espionage
Planetary Tactics
Strategic Operations

Personal Equipment
Planetside Survival
Projectile Weapon
Security
Shipboard Systems

Life Sciences
Medical Sciences
Physical Sciences
Planetary Sciences
Politics

Social Sciences
Space Sciences
Streetwise
Theology

Advantages

Alertness (+2)
Commendation (+1 to +3)
Department Head (+1 to +4)

Influential (+3 to +5)
Innovative (+1)
Political Rank (+2 to +6)

Sense of Direction (+1)
Sense of Time (+1)
Species Friend (+2 to +5)

Weapon Master (+2 or +4)
Zero G Training (+2)

Disadvantages

Addiction (-1 to -3)
Arrogant (-1)

Bloodlust (-2)
Compulsion (-1 to -3)

Dark Secret (-1 to -3)
Marked Man (-1 to -3)

Species Enemy (-3 to -5)
Suppressed Memory (-2)

Obsidian Order Tour Of Duty Packages

Counterintelligence: Espionage (Counterintelligence) 2 (3), Behavior Modification (Torture) 1 (2), +1 Perception Edge

Crypto analysis/Data Analysis/Traffic Analysis: Espionage (Cryptography) 2 (3), Computer (Data Analysis) 1 (2), +1 Logic Edge

Interrogation: Behavior Modification (Torture) 2 (3), Espionage (choose Specialization) 1 (2), +1 Willpower edge

Observer: Espionage (Observation) 2 (3), Choice of skill relating to assignment (choose Specialization) 1 (2), Intimidation (Imposing) 1 (2), Sworn Enemy -2 (group that character observes)

Undercover Operations: Espionage (choose Specialization) 2 (3), Disguise (choose Specialization) 1 (2), Dark Secret -2, Choice of skill relating to assignment (choose Specialization) 1 (2)

Academy Instruction: Espionage (choose Specialization) 2 (3), Administration (choose Specialization) 1 (2), +1 Perception edge

Assassin: Espionage (choose Specialization) 2 (3), Stealth (Stealthy Movement) 1 (2), Primitive Weaponry OR Energy Weapon OR Unarmed Combat 1 (2), Dark Secret -2

Infiltration: Espionage (choose Specialization) 2 (3), Choice of skill relating to assignment 1 (2), Bold +1

CARDASSIAN TRAITS



Cardassian Traits

EXISTING SKILLS

Command Skills

Administration (Cardassian Bureaucracy)

On paper, the Cardassian government is the model of efficiency. However, due to the back scratching and palm greasing of the *vesala*, getting things accomplished through normal channels is next to impossible. This especially rings true of off-worlders, non-Cardassians and those Cardassians of the *scralan* social class. Any non-Cardassian (or Cardassian of Diminished Social Status) will have a +2 added to their difficulties when trying to perform some task through the Cardassian government (such as obtaining an exit visa, or import license, etc).

Behavior Modification (Torture)

Cardassians do not have the squeamish attitudes about this skill that members of the Federation have. They have no compunctions against torture as a means to extract information - in fact; the Cardassians are widely renowned for their abilities regarding 'interrogations'. They have devices and methods that take pain to a new level for the victim, forcing their lips to loosen. While its use is widespread, it is usually reserved as a last resort to extract important information not obtainable through other means. It is whispered that the Obsidian Order can break a man down and build him up again in any image they choose - as many agents that the Federation has sent to Cardassia have turned against the Federation and are now agents of the Obsidian Order.

Behavior Modification (Resistance)

This skill is taught to all Obsidian Order operatives. It is actually quite common among the military as well.

Espionage

Cardassians are excellently adept at espionage. Because of their Eidetic Memories, they are able to totally recall not just the timeline of events, but the 'flavor' of the event in question as well. This makes them perfect operatives for covert activities. Cardassians receive a +1 bonus to Test Results when using this skill.

Persuasion (Oratory)

This is a very common skill among the Cardassian people. They like nothing better than a debate - and a chance at oratory definitely won't be passed up lightly. They love to be the center of attention, and to talk about the great things about Cardassia, about Cardassians, and about their accomplishments. Sometimes whole meals can grow cold as a Cardassian dinner host enters into a diatribe about his family's great accomplishments. These speeches are rarely dull - as the Cardassian orator generally throws himself behind his words with passion. Cardassians who are orating to other Cardassians have a +1 bonus to Test Results to sway the crowd.

Operations Skills

Computer (Cardassian)

Cardassian computer systems are almost on par with those of the Federation. While slightly less technologically advanced, their security measures are tighter. Anyone trying to hack into Cardassian computers does so at a +1 Difficulty.

Unarmed Combat

Over the centuries, the Cardassians have developed almost as many hand-to-hand fighting styles as Terrans and Romulans put together. The techniques are quite diverse in both function and form. The styles are taught at the Military Academies, however Caramarek is only available to Obsidian Order operatives.

Caramarek (New Specialization)

This fighting style originated with the Second Hebi-

Caramarek

Action	Difficulty	Damage
Block	-	-
Strike/Punch	7	3+1d6
Front Kick	8	4+1d6
Side Kick	7	3+1d6
Joint Lock	7	Special
Joint Break	9	Special
Vitals Strike	12	4+1d6 + Special

Block: Used to parry unarmed combat hand-to-hand attacks. The character rolls and Unarmed Combat Test to establish a Difficulty which opponents must beat to successfully attack using hand-to-hand techniques.

Strike/Punch: This can be delivered either with a closed fist or the edge of the hand.

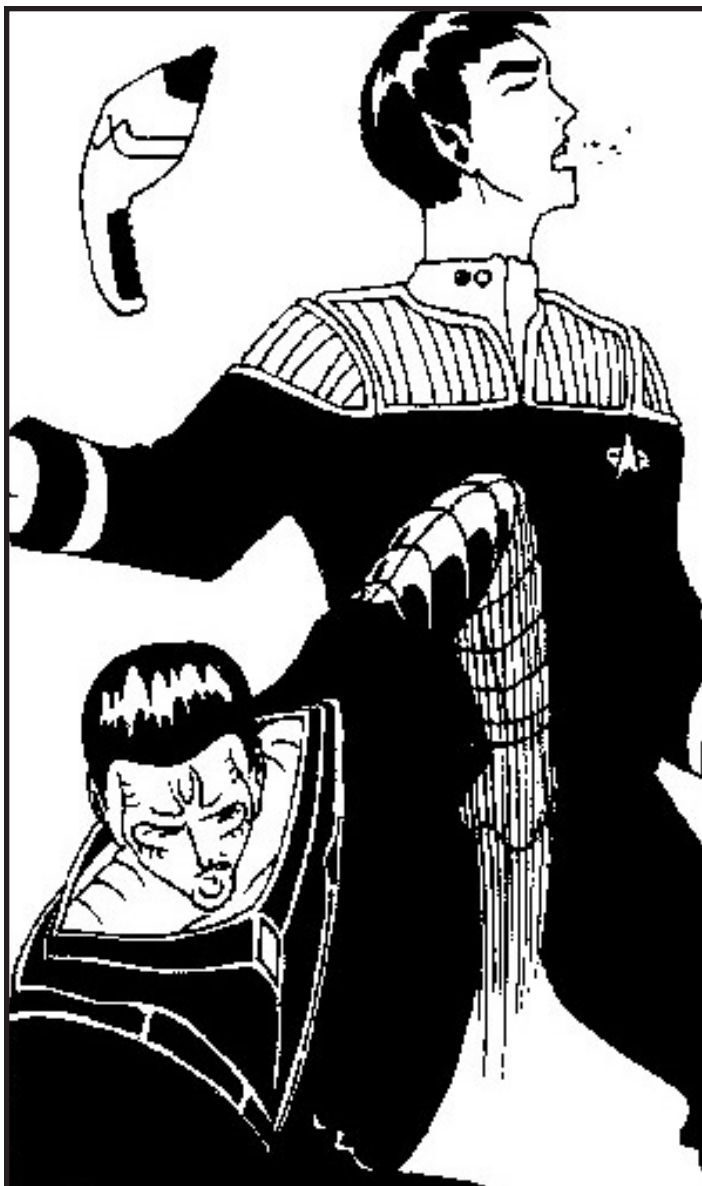
Front Kick: Delivered to an opponent standing in front of the attacker. This kick is more powerful than the side kick, but is more difficult to deliver.

Side Kick: Delivered to an opponent standing to the side of the attacker. This attack is less powerful than the front kick, but is easier to control.

Joint Lock: If successful, the practitioner has grabbed a limb of his opponent (usually an arm), and has immobilized it by twisting and locking the joints in the limb. The opponent cannot use the limb until it is freed. The opponent may attempt to break the hold by making an opposed Fitness + Strength test against the attacker. Any attacks made by the opponent while trapped by this hold have their difficulty raised by 2.

Joint Break: If successful, the practitioner has grabbed the opponent's limb, or otherwise struck at a limb, and may attempt to break a joint in the limb. This can be done in many ways; attempts to break knees are considered to be performed by a sharp kick. The attacker must make an opposed Fitness + Strength test against the opponent; the attacker's test result is modified by the amount his initial attack was successful by (e.g. if the attacker rolled an 11 for his attack - the base difficulty is 9 - then the attacker may add 2 to his opposed test). A successful opposed test (by the attacker) indicates that the joint was broken, and the limb effectively rendered useless until proper medical treatment can be administered.

Vitals Strike: Typically delivered as a strike or punch, the attacker strikes at vital points on his opponent's body. This attack deals Stun Damage only, and Strength does not add to this damage; see page 133 of the TNG Core Book (or its equivalent in the DS9 book) for Stun rules. Furthermore, if the attacker possesses medical knowledge of his opponent's species (such as from the General Medicine skill), then the difficulty of this attack falls by 2, and the attacker adds an additional 1d6 to the damage done (the attacker knows precisely where the vital points are on his opponent, rather than a rough idea of their locations).



Joint Break, and Vitals Strike are the Advanced Techniques that must be learned as specializations.

Adalarek (New Specialization)

Gul Adal created this style in 2298. It is the most recent addition to the list of Cardassian fighting styles. Even so, it is the most popular amongst the Cardassian youth, and

Adalarek

Action	Difficulty	Damage
Block	-	-
Throw	8	1+1d6
Joint Lock	7	Special
Takedown	9	3+1d6
Redirect	Special	Special
Joint Break	9	Special
Limb Lock	10	Special

Block: Used to parry or block an attack.

Throw: Opponent is thrown to the ground and suffers penalties for being prone until he spends an action getting to his feet.

Joint Lock: This technique is effectively the same as the technique used in Caramarek. There are subtle differences, but the result is the same. If successful, the practitioner has grabbed a limb of his opponent (usually an arm), and has immobilized it by twisting and locking the joints in the limb. The opponent cannot use the limb until it is freed. The opponent may attempt to break the hold by making an opposed Fitness + Strength test against the attacker. Any attacks made by the opponent while trapped by this hold have their difficulty raised by 2.

Takedown: Opponent is dealt a punch-like blow and is knocked to the ground, and suffers penalties for being prone until he spends an action getting to his feet.

Redirect: This technique may only be used if the practitioner delays his action. He waits until his opponent has made a successful test to hit him. He then makes an Adalarek test, using the result of his opponent's attack as the difficulty. If successful, the attack is directed away from the practitioner, typically back to the attacker, although another target or object is certainly possible. The opponent rolls damage normally to see how much damage he has taken from his own attack. Note that not all attacks can be returned to the opponent in this fashion; in these cases, the attack is simply turned away.

Joint Break: While similar in outcome to the technique of the same name in Caramarek, the action is somewhat different; this variant is much more subtle. The technique is similar to the Joint Lock maneuver in this style, but the limb is then twisted and the joints locked in such a way as to cause agonizing pain. Damage is 2+1d6 per round, and is Stun Damage only. Damage persists until the hold is broken or released. At any time the practitioner may make an Opposed FIT + STR check against his opponent (the practitioner gets a +2 bonus to his result due to his significant advantage), with success indicating that the grabbed joint is broken and the limb incapacitated until healed; failure only means that the joint is still intact, and the hold remains.

Limb Lock: Similar to the Joint Lock, this technique immobilizes the entire limb and causes any action made by the trapped opponent to have a +3 to the Difficulty due to extreme mobility restrictions. Any person caught in this technique is considered to be prone for the purposes of determining difficulties against him.

tians. It was originally passed down through a religious sect called the Followers of Caram. When the Military ascended to power, the sect was eliminated, and their followers imprisoned, exiled or killed. However, the Obsidian Order seized their scrolls and tablets. The Obsidian Order now guards these texts with zeal, and teaches the Caramarek fighting style only to its own operatives. Cardassians outside this Order fear the style, sometimes calling it the 'Black Death'. Since the all-but-total destruction of the Obsidian Order during the Omarian incident, those members who survived may teach this style to the groups they have affiliated themselves with since the ambush.

The style is centered on stealth, and emphasizes attacking from shadows. Its closest Terran counterpart would be ninjitsu. The earliest stages of this style teach stealth, then forms of evasion are taught, and then finally striking and assassination techniques are taught. Before learning this style of combat, a character must possess both Dodge 2 and Stealth 2.

If the optional Unarmed Combat rules from the *TNG Player's Guide* are used, then the techniques of Joint Lock,

it sports the boast of being the Third Order's official style.

The style is primarily defensive in nature, as most of its forms involve deflecting or redirecting incoming attacks. Most techniques used by this style result in a pin or lock against the opponent. Each pin or lock effectively immobilizes the target, as well as causing significant pain while the target is so trapped. The closest Terran equivalent would be aikido. In order to learn this style of combat, a character must first possess Dodge 2.

If the optional Unarmed Combat rules from the *TNG Player's Guide* are used, then the techniques of Redirect, Joint Break and Limb lock are the advanced techniques that must be learned as specializations.

Dararek (New Specialization)

This fighting style is possibly the oldest on record, and continues to be quite popular amongst the Military Orders. It is a quick, forceful style, created with the intention of ending a fight as quickly as possible. This style is also known amongst non-Military groups - although it is not openly advertised by the non-Military that they know it. The closest Terran cousin would be karate.

If the optional Unarmed Combat rules from the *TNG Player's Guide* are used, then the techniques of Roundhouse Kick, Knife hand Strike and Finger Strike are the Advanced techniques that must be learned as specializations.

Dararek

Action	Difficulty	Damage
Block	-	-
Punch	6	2+1d6
Kick	7	4+1d6
Elbow Strike	7	3+1d6
Roundhouse Kick	9	5+1d6
Knife hand Strike	8	4+1d6
Finger Strike	7	3+1d6

Block: Used to block or parry attacks.

Punch: Standard punching attack.

Kick: Standard forward kick attack.

Elbow Strike: Useful in close quarters, this attack involves striking the opponent with either an upward or round action with the elbow.

Roundhouse Kick: Involves pivoting and snapping the foot at the opponent. More powerful than the standard kick.

Knife hand Strike: This attack involves striking the target with the edge of the hand; more powerful than the standard punch, but slightly more difficult to execute.

Finger Strike: This attack uses a thrusting action, similar to a punch but striking with a flat hand rather than a fist.

Talarek

Action	Difficulty	Damage
Block	-	-
Punch	6	3+1d6
Kick	7	3+1d6
Head butt	6	2+1d6
Slam	Special	4+1d6+Special
Forearm Smash	7	4+1d6+Special
Hammer Punch	8	5+1d6

Block: Used to block or parry attacks.

Punch: A normal punching attack.

Kick: A normal forward kicking attack.

Head butt: Can only be used in extremely close quarters (i.e. toe-to-toe). The attacker attempts to strike softer parts of his opponent's face with the hardest part of his own forehead. It's not the most efficient form of attack, as doing the technique incorrectly can be more harmful than beneficial, but when you're in a bear-hug, it's better than nothing.

Slam: Effectively, this technique involves grabbing your opponent, lifting him over your shoulder, and throwing him forcefully to the ground. To be successful with this attack, the attacker must first make an Opposed CO-ORD + DEX test against his opponent, with success indicating that the attacker has grabbed his opponent and lifted him over his shoulder; failure indicates that the opponent managed to avoid the grab attempt, and that the attacker has all attacks for the remainder of the round reduced by 2 in difficulty due to the awkward position he suddenly finds himself in. If the Opposed test was successful (for the attacker) then the throw to the ground is considered the automatic conclusion for the action. Damage is 4 + 1d6 + the difference between the attacker's and opponent's Opposed tests; so that if the attacker's test result was 3 points higher than the opponent's, then damage for the attack would be 4 + 1d6 + 3 (7 + 1d6). The effectiveness of this attack is based more on speed and momentum rather than brute strength.

Forearm Smash: Simply, the attacker lashes out at his opponent with his forearm. The difficulty to block this attack is reduced by 1. If the attack is successful, the opponent must make a FIT + STR check (difficulty is equal to the amount of damage done by the attack) or be knocked to the ground; he must then spend an action getting to his feet.

Hammer Punch: Also known as an Upper cut, or colloquially referred to as a Haymaker or a King Hit; this is essentially a very powerful punch.

Talarek (New Specialization)

This style was "developed" by a commoner named Tal many ages ago - no one really is sure when. The style was developed during the times when the Military was on its rise to power. The style itself is a fast and dirty one - a Terran watching the style being used would recognize elements of both wrestling and boxing in use. The style would also, on appearances, to have some ties to the Rigellian style of Tatharoc - however, the Cardassians who utilize this style would proudly boast of Talarek's purity as a Cardassian style.

If the optional Unarmed Combat rules from the *TNG Player's Guide* are used, then the techniques of Slam, Forearm Smash and Hammer Punch are the techniques that must be learned as specializations.

Other Skills

Artistic Expression

While there are a lot of Cardassians with this skill, only state-sanctioned art is distributed or exhibited. To become a state-sanctioned artist, the character needs to obtain the requisite permits. Usually they are tough to obtain, as the subject of the art must either support the government's ideology or be politically neutral. A lot of Cardassian expression is done so in crafts, privately for a family by one of their members. These crafts usually have some sort of utilitarian purpose with elaborate design and decoration (such as pottery). Hence, most Cardassians who possess the Artistic Expression skill will likely have the Craft skill as well. Please see Book 1, page 9 for more information on the Cardassian arts.

Disguise

Due to the large Cardassian neck, it is much more difficult for a Cardassian to disguise themselves as another race without cosmetic surgery. Any Cardassian attempting to pass as a non-Cardassian without such surgery incurs a +2 penalty to the difficulty of the contest. Those who have undergone reconstructive surgery to appear as a different race do not incur this penalty.

Streetwise

Cardassia Prime is a world without much crime, due in part to the citizenry's fear of the Obsidian Order, the Military's tight grip, and the harsh punishments meted out to Cardassian criminals. Hence, this skill is uncommon among the denizens of Cardassia. Dissidents, and those Cardassians who wish to risk the Cardassian system of justice possess the skill.

Theology

There is no state sanctioned religion on Cardassia, and this skill is generally considered criminal for Cardassians to possess. Some secret sects of Hebitians still maintain activity, but they are a paranoid and reclusive lot, as the punishment for following these 'cults' is death. If it were possessed by

anyone, Theology would be proper for those Cardassians who are engaged in anthropological studies for the state.

Psionic Skills

Psionics are extremely rare in the Cardassian Union. Despite the Cardassian's intense mental training, only about one out of every five-hundred thousand Cardassians have any sort of psionic potential. Of these, few if any will ever reach the second level in their Psi Attribute rating. Those who do possess the potential are usually spotted early on in their lives, and drafted into the service of the Obsidian Order at a young age. On the average, a Cardassian with psionic potential would have only the Mind Shield Skill at no more than two levels. There are some recorded instances of individuals also possessing Receptive Empathy and mild forms of Telekinesis. However, even these are weak by comparison to other psionic races, and would only be developed to the first level as maximum potential.

New Skills

Politics

As the Political Science specialization of the Social Sciences skill measures a character's knowledge of political processes, the Politics skill measures practical application of that knowledge. Characters who possess the Politics skill can use the bureaucracy to their advantage, through clever manipulation of the system. More information on the Politics skill can be found in Last Unicorn Games' *The Way Of D'Era*.

Specializations: Intelligence, Intrigue, Diplomacy, Bureaucratic Manipulation

Existing Advantages

Alien Upbringing (+1)

Any Cardassian child brought up by non-Cardassians must also receive the Diminished Social Status (-2) disadvantage. This is due to the Cardassian society's distaste for orphans. If a Cardassian orphan does indeed manage to find their parents, the parents are more likely than not to shun the orphan. Those parents who indeed embrace the orphan as their own would quickly find themselves disgraced by Cardassian society.

Commendation (varies)

Commendations in the Cardassian Union are dispensed to those individuals who have proven to be loyal to the state. A Commendation can also be bought with *vesala* from a superior. Each Military Order has their own set of awards, but commendations for Civilians are also available. See the box for examples.

Commendation

DP	Vesala	Commendation
1	5	Commendation (Certificate of Duty, Detapa Cluster, Medal of Orias)
2	10	Minor Award (Obsidian Cluster, Almathan Frond, Crest of Service)
3	15	Major Award (Legate's Crest of Valor, Order of Honor, Ribbon of Cardassia, Proficient Service Medallion)

Deep Cover (+2)

The character has a carefully structured alternate identity, including papers, records and documents verifying the identity. This is useful for covert operations. If the character does something to expose this identity as being false, the character loses the identity (including the points invested in it), and risks the effects that could have on the character (such as imprisonment or death). The character must define what the alternate identity is at the time of taking this Advantage. This Advantage was initially outlined in the *Way of D'Era*.

Eidetic Memory (+3)

Cardassian children undergo intense mind training when they are very young (roughly 4-6 years old). This mental training, in conjunction with the physiology of the Cardassian brain, gives each Cardassian the Eidetic Memory advantage. If a Cardassian child does not receive this training (due to being an orphan, for instance), then the character may choose to either buy this Advantage, or spend the three points on another Advantage from the Early Life History charts.

Favor Owed (+1)

A Cardassian does not possess this Advantage, unless the person who owes the favor is a non-Cardassian. Any Cardassian who owes another Cardassian a favor is represented by their *vesala* stat. Once a non-Cardassian is paid with their favor, that favor is considered paid in full. Please see page 37 for more information on *vesala*.

Guileful (+1)

The character is extremely adept at telling lies and concealing the truth. Garak had this Advantage in abundance, whose mottos included 'never tell the same lie twice', 'the truth is merely an excuse for the unimaginative' and 'never tell the truth when a lie will suffice'. The guileful character receives an extra Courage Point whenever the character tries to trick, bluff or fool another. This Advantage was initially presented in *Raiders, Renegades, & Rogues*.

Multitasking (+2)

Because of the structure of the Cardassian brain, this Advantage is fairly common among their people.

Political Rank (+2 to +6)

This advantage works the same as in the Deep Space Nine core book. However, just because the Cardassian has a rank, it does not mean he has temporal power. See the new Influential advantage for characters with rank and power.

Promotion (+0 to +6)

This advantage follows the rules given in the *Star Trek: Deep Space Nine* Core RPG book. Note that in order to obtain a promotion after character generation, a Cardassian must purchase it with *vesala* from a superior who can promote him. *Vesala* costs are in addition to other costs (see page 37).

Promotion

DP	Vesala	Rank
0	-	Garresh
1	5	Kel
2	10	Glinn
3	15	Dalin
4	20	Dal
5	25	Gul
6	30	Jagul

Religious Rank (varies)

This advantage is nearly nonexistent in the Union, due to the repression of religions by the state. Some of the secretive Hebitian religions have Priests and Priestesses, but their organization is such that they have no ranks among

themselves. If they possessed this advantage at all, it would be worth only one point, and then their title would be Spiritual Leader.

Security Clearance (+1, +3, +5)

The character possesses a high level of security clearance. This means that the character can access restricted and classified documents and information, even that information that is a greater security clearance than the character would otherwise be entitled. This Advantage was originally presented in the *Way of D'Era*.

New Advantages

Confident (+2)

The character is sure of himself in his abilities and actions. He rarely doubts himself, or those things in which he holds faith. He's positive that the outcome will fall in his favor. The character receives a +1 modification to all tests in which he has more than two points in the skill (not specialization).

Extended Family (+2 to +4)

This advantage reflects a Cardassian's large familial ties. Cardassian family units usually consist of large numbers of children, and the extended grandparents, uncles and aunts who do not have families of their own. The *vesala* of the family also reflects on an individual's own personal *vesala*. For every point in Extended Family, a Cardassian receives two bonus points of *vesala* to start with to represent the familial pool of *vesala* from which they can draw.

Extended Family

Cost	Notes
2	One or two cousins living in the household.
3	Several aunts and uncles.
4	A large number of extended family.

Patience (+1)

A Cardassian writer by the name of Daltik Mahe'er once wrote 'my revenge will have its day', and this cold, calculating mantra has been repeated throughout Cardassian popular culture. Sometimes it is more desirable to out-wait your enemies than outwit them, and the resource-torn Cardassians



know this better than anyone. This advantage reflects in a character a plodding patience, capable of waiting out situations that more impulsive people would jump at (and probably die over). The character receives a courage point each time she waits patiently to act instead of acting on impulse. If a Cardassian does not have any courage points to regain, then they earn no other benefit.

Social Status (+0 to +4)

Social Status reflects a Cardassian character's lineage and place in Cardassian society. This class system has been handed down throughout the ages, and predates 2nd Hebitian Era. While it is not state-sanctioned, Cardassians still cling onto the outdated class structure in their social dealings. Only Cardassians of the higher social classes can obtain entry into the better schools, which limits those of the lower classes to service and bureaucratic roles in Cardassian society. However, the youth of Cardassia are watched carefully, and those who are bright and promising (despite class lines) will be led toward more promising careers (see the new Sponsor Advantage below) even across class lines. Characters who are 'below' the Ti'alek class are called *scralan*, or "untouchables". See the Diminished Social Status Disadvantage below for more information, and Book I, page 6 for more information on the Cardassian class structure. For each point of Social Status a Cardassian takes, the character receives two additional points of *vesala*.

Social Status Chart

Cost	Notes
0	Ti'alek or 'Labor Class'
1	Hibalek or 'Service Class'
2	Amarlek or 'Bureaucratic Class'
3	Ra'malek or 'Merchant Class'
4	Trelek or 'Noble Class'

Those of lower class receive the Diminished Social Status Disadvantage, and are considered Scralan, or 'Untouchable'.

Sponsor (+2)

This Advantage allows a lower-classed character entry into the schools that are usually reserved for the higher classed Cardassians. In this way, a Ti'alek can get into the Military, make a name for himself, and therefore increase his family's lineage in this way. The sponsor generally looks out for the character throughout his youth. Whereas a Patron

will continue services to a character throughout that character's life, Sponsor indicates that only through childhood were they so guided. Later in the character's life, a Sponsor could become a Contact or a Patron to reflect continued service toward the character.

Influential (+3 to +5)

This Advantage represents how much temporal power a character wields in Cardassian society. The character can have a number of different positions that relates to this Advantage: the head of a Ministry, a member of the Detapa Council, a member of the High Command, or a high-ranking official in the Obsidian Order. The character can dictate policy, block unfavorable policy or sway the government in other ways. Use the chart below as a guideline.

A Cardassian with this Advantage cannot fall into negative numbers with their *vesala*, as their positions in society ensure that they will always wield some sort of personal clout. Cardassians with Influential will always have two times their Influential rating in *vesala*. Because of this, an Influential Cardassian will not be able to spend an amount of *vesala* that puts them into the negatives.

For example, Gul Gural leads the Ministry of Energy. He has Influential (+4) and as such, will always be considered to have eight *vesala*. Currently, Gural has ten *vesala*. A minor favor to get his daughter into a good school has cost him eight *vesala*, leaving two left over. Since Gural's minimum *vesala* rating is eight, his rating is adjusted upward to that number. In contrast, if Gural has ten *vesala* and he wants to try and prevent the Obsidian Order from assassinating a friend of his, it will cost fifteen *vesala*. Since Gural only has ten, and cannot drop into negatives due to his Influential Advantage, he cannot change the outcome and must watch as his friend is killed by the Order.

A character must possess the Political Rank advantage to go along with the Influential advantage.

Influential	
Cost	Notes
3	Head of a Military Order, or military-era Detapa Council member
4	Head of a Ministry
5	High Command, Head of the Obsidian Order, Detapa-era Detapa Council member

Existing Disadvantages

Diminished Social Status (-2)

A Cardassian who has the Diminished Social Status disadvantage means that they are part of the *Scralan*, or "untouchable" class. This effectively turns the character into a non-member of society. Getting things accomplished

in the bureaucracy becomes even more nightmarish (see the previous description of the Administration skill). Other members of Cardassian society treat the *Scralan* with contempt, disdain and distaste. Finding employment is difficult. Most *Scralan*, if they can arrange it, will actually leave Cardassia Prime for an outlying colony, or even immigrate to the space of another empire nearby, where their low social status means little. It is next to impossible for a *Scra'lan* to shed this badge of disfavor. Please see the new Social Status Advantage above, and Book I, page 6 for more information on Cardassian social classes.

Domineering (-1)

This is a very common disadvantage among Cardassians who wield a lot of power. The Domineering Cardassian treats subordinates (and perceived subordinates) with contempt and condescension. She believes that others should follow her decisions, and attempts to take control of situations and command others into performing her will. All Administration, Diplomacy, and Bargain tests lose one die unless the character spends a courage point to reign in her authoritarian tendencies. This disadvantage originally appears in the *TNG: Player's Guide*.

Exile (-4)

A Cardassian who has embarrassed her superiors, failed in an important assignment or duty could possibly be exiled for her efforts. An exiled Cardassian can no longer set foot in Cardassian space. Even though the character is exiled, they can still accomplish things within the Union itself through cohorts and contacts that they had obtained before being exiled. Most other Cardassians will know of the Exile, and getting things accomplished carries a higher price in *Vesala* than usual. Cardassians who have been exiled are usually lowered to a Social Status of Ti'alek.

Intolerant (varies)

Being a xenophobic species, this Disadvantage is common among the Cardassian people. Generally it is directed toward client races that the Cardassians have conquered, or other non-Cardassians throughout the known galaxy, especially the hated Bajorans.

Guilt (-1)

The character feels an overwhelming sense of shame at something that she did in the past. It could be something real or imagined, but either way the suffering that the character has is still the same. It could be that the Cardassian feels guilt, shame, and remorse for what his race did to the Bajorans or another client world. Whenever confronted with a situation that could trigger remorse in the character for the situation, the character must make a Moderate (7) Presence Test (modified by Willpower)

or suffer a -1 die penalty on all rolls until the situation changes or he can overcome the feelings. The character can resist the effects of his guilt every round. Once success is achieved, no further tests are necessary. This disadvantage is originally outlined in the *TNG: Player's Guide*.

Medical Problem (Kalla Norah Syndrome) (-2)

Kalla Norah Syndrome is a physical condition that is unique to Bajorans and Cardassians. Dr. Kion Prit, a Trill doctor giving medical aid to Bajoran refugees on Pivis II, first identified it. It is named after the first Bajoran he discovered with the syndrome, a woman who died shortly after arriving to Pivis II. The only people known to have the condition had served at the Cardassian labor camp of Gallitep when a mining accident spread radiated anti-leptons across the region. Both Cardassians and the Bajoran laborers were exposed to the radiation. There is no known cure, but it is treatable with medication. It resembles Pottrick's Syndrome identically, except for one difference: Kalla Norah will produce a positive result with a lower-pulmonary bio-probe.

Pacifism (varies)

In a society dominated by the strong, the Cardassian people see pacifists as weak cowards. Cardassians who possess this Disadvantage usually carry with them the Diminished Social Status Disadvantage as well, unless the pacifist has gone to great lengths to hide this 'cowardice'. All Cardassians are expected to kill for the state if necessary, despite personal prejudices against violence.

Species Enemy (Bajoran)

The Cardassians have no love for the Bajoran people. It grates on the Military's collective nerves that they were pulled out of Bajor by the Detapa council. It grates on their nerves even more so that the Bajorans claim that they drove the Cardassians away from their world. Due to the violence surrounding the Bajoran occupation, most Cardassians hate Bajorans with a passion. This works both ways, as Bajorans have no lost love for the Cardassian people.

New Disadvantages

Coward (-2)

The Cardassians view cowardice as one of the ultimate forms of shame. It is because of this that many Cardassians go out of their way to hide the fact from others of their race (which would also give them the Dark

Secret disadvantage). If a Cardassian is exposed as a coward, they usually will end up with the Diminished Social Status disadvantage. Cardassians, both men and women are supposed to be made of sterner stuff – they are to stand up and face adversity while serving the state to the best of their ability. Characters with this disadvantage must spend a courage point when faced with a dangerous situation, or else they will cower or flee.

Megalomaniacal (-2)

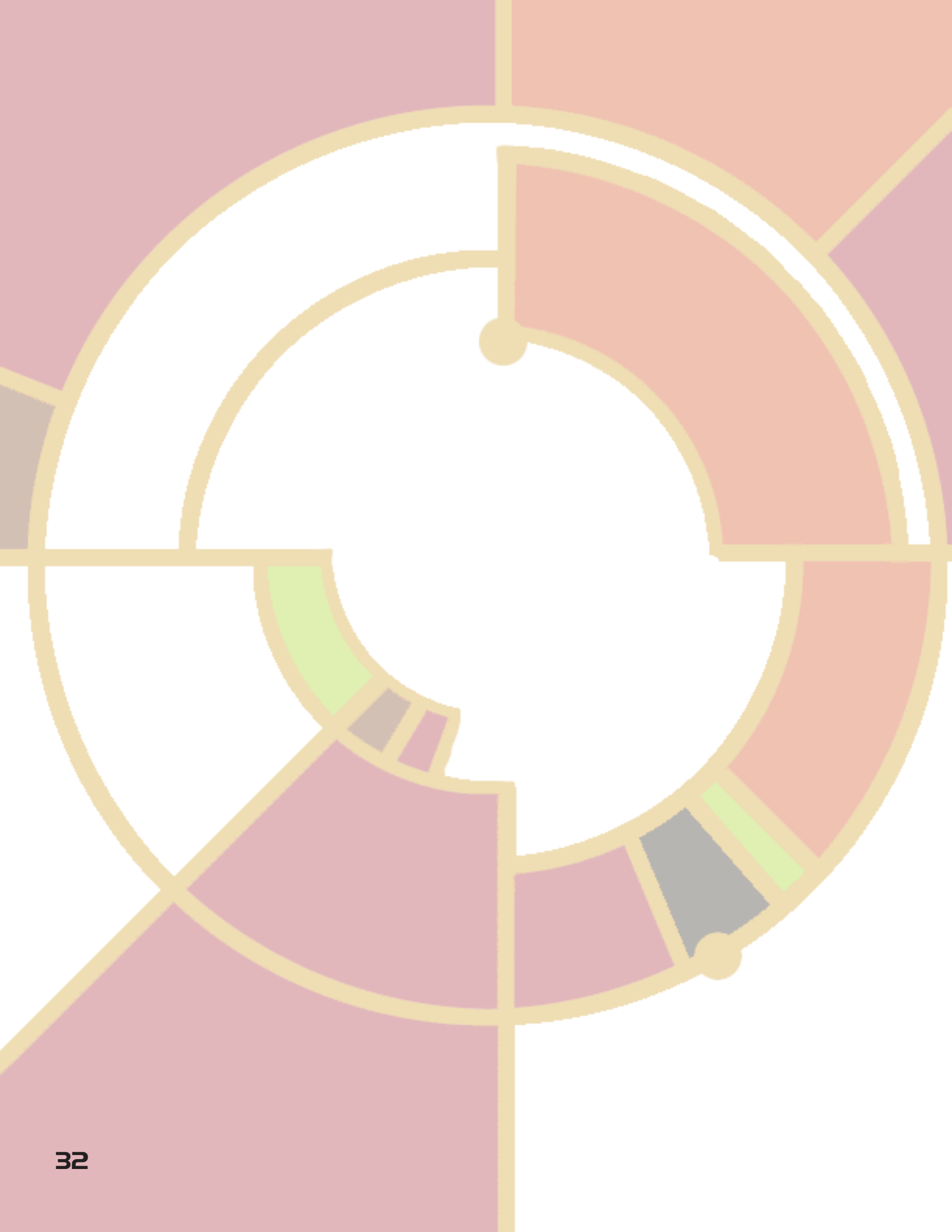
The extreme of Vainglorious with a little bit of Power-Hungry thrown into the mixture, the megalomaniacal character believes that he is one of the most powerful beings in the cosmos, whether that power is real or make-believe. He believes that people fear and respect him for the vast amounts of power that he wields (or pretends to). He believes that he is a superior force to be reckoned with, even among other Cardassians. He often pontificates about himself to others and displays his megalomaniacal tendencies in this way. He is obsessed with his own power, and will stop at nothing to gain more. The character must spend a courage point to resist trying to grab more power for himself when the opportunity presents itself, as well as to resist boasting about himself. While Aamin Marritza did not possess this disadvantage directly, he was 'playing the part' of a megalomaniac – Gul Darhe'el.

Scrutinized (-2 to -4)

One or more Obsidian Order observers are watching the character, which limits anything the character can try to accomplish. These observers could be watching covertly (in which case the player won't know he's got the disadvantage) via video or computer surveillance, or by Order operatives who are actively following the movements of the character. Under the watchful eye of the Order, the character will find it difficult to perform any illicit actions. Everywhere the character goes, the Order watches him. Every transaction or transmission he makes over the feeds is recorded. Everyone he meets is added to a database of potential suspects. Usually, this only happens when the Order suspects the character of wrongdoing.

Vainglorious (-1)

The vainglorious Cardassian has an overly inflated ego. He will not resist any chance to boast of himself, his actions and his overall worth. His exploits are more important than anything anyone else could possibly have to offer. He believes himself to be the end-all be-all pinnacle of all that is Cardassian. A character with this disadvantage must spend a courage point to resist boasting about himself, even if the boasting could lead to imminent harm.



CARDASSIAN SERIES

NARRATOR'S GUIDE

Setting your series entirely around Cardassians requires some minor modifications to the normal rules presented in the *Star Trek: Deep Space Nine* core game book. With a little effort, you can set your series anywhere in Cardassian space. Some of the themes, challenges, and situations are similar to what is presented in the *Star Trek: The Next Generation* and *Deep Space Nine* games, but there is also a bit of uniqueness to the Cardassians that must be considered before embarking upon an all-Cardassian series.

CARDASSIAN CENTERED SERIES

The Cardassian-centered series is primarily set on Cardassia, or in Cardassian Space. The characters all play members of Cardassian society, and must handle situations and events as Cardassians would. They can work in conjunction with each other, or against each other, but the most successful Cardassian series uses both styles of play.

Timeline

In what era you set your series is one of the most important decisions that you must make, because of the different situations that Cardassians have recently gone through. Will your series be set in the halcyon era of the Bajoran Occupation? Will it be set when the Detapa Council took power and the Klingons invaded? Will it be set during the Dominion war, or among the rubble and ashes that remain of Cardassia now that the war is over and the Union lies in ruin?

When choosing your timeline, think about what kind of villains you want to have. Will it be a crusty Klingon captain hell-bent

on wiping out every Cardassian he meets? Or will it be the Federation? The Maquis? While most long-term series will use elements from a variety of places, it's important to know the current political situation in the big picture. Deciding on a time can help you decide other factors such as theme and locale.

The Cardassian Viewpoint

Cardassians view the universe differently than other races in *Star Trek*. Loyalty to the family, loyalty to the state, and *vesala* power-games are important aspects of Cardassian life. Be sure that you are familiar with the information presented in Book I, as being prepared is one of the most important things about being a Narrator. The more familiar that you are with it, the more prepared you will be to set up your own Cardassian series. You won't have to look up as much if a player has questions, and will lead to faster, more active play.

Common Cardassian Themes

Below you will find some themes common to an all-Cardassian series. While the list is not all-inclusive, it is a good place to start as you mine ideas. One of the great things about the Cardassians is that you can use almost any theme imaginable – their nature allows for a wide diversity in types of games you can run a series in. Talk to your players about what themes interest them and construct your series to suit them the best.

Paranoia

One theme of the Cardassians that remains constant throughout is that of paranoia. The average Cardassian has a lot to worry about: Are her activities being monitored? Has she covered all her bases or has she left something undone? Is the Obsidian Order aware that she is talking to a dissident? Are they aware that she has been looking into her religious roots? Is her supervisor watching her right now? Are those under her leadership in the bureaucracy plotting to use their *vesala* to have her removed?

Striking a balance between free will and total paranoia can be difficult sometimes. You don't want the players to feel boxed in, but you also do not want them to feel too confident in their environment, especially when they're on Cardassia Prime. While the Obsidian Order watches all of its citizens, it cannot do so all the time. Their presence should loom in the background. It's possible to avoid the watchful gaze of the Order, but only through careful planning can one not end up dead. Make the players afraid, but don't stifle their creativity. Allow some of their plans to come to fruition and allow some

of them to fail horribly. Set the players up with a double agent in their midst, or turn all of the characters against each other.

Defending The Union

Keeping Cardassia safe from external forces should be of paramount importance to a Cardassian character. There is always the threat of a hostile government making incursions into Cardassian territory, and the borders of the Union must be protected. The Federation, while peaceful in tone, is seeking to dominate the whole of the Alpha Quadrant with its out-dated dogmas of democracy and peace. The Romulans are always interested in gaining more power, and they'd do so at the expense of Cardassian lives if left unchecked. And the Klingons are always itching for a fight.

Threats to the Union need not come from purely external forces. Scrvan families are always spreading their gambling, drugs and prostitution to a populous hungry to forget their daily lives. The Underground seeks to subvert order and turn it into chaos – and platitudes such as theirs will cost the Union direly if left unchecked.

This theme of Defense works well with both Military and Obsidian Order concepts, but can also be played with a group of more mundane characters. Imagine the bureaucrat who is approached by the Underground. He will be forced to make a decision: turn in the traitor or become enmeshed in the politicking of the Underground? Is this an Obsidian Order setup, meant to bring the character down?

Exploration and Conquest

To seek out brave new worlds... and exploit them. This series is similar to a standard Starfleet ship-based series which most of us should be familiar with. However it does have a twist. The crew of a Galor-class vessel that is equipped for exploration and science are usually tasked with discovering new planets, investigating them and then evaluating their value for the Union.

The crew could consist of a variety of characters including scientists, medics, the ship's crew and ground forces. The tone of the series would depend on how gung-ho you and your players are. They could be devoted subjects of Cardassia who treat every other race as potential slave labor. Or, they could be more liberal-minded, making contact with the new species while exploring the galaxy. Of course, a mix of both types of characters would create interesting conflicts between the characters. This can be a straightforward series, with many of the episodes being regular *Star Trek* style stories with the Cardassian element adding a little spice. And don't forget the Obsidian Order political officer who is watching the crew's every move...

Dissent

This theme surrounds political, social, economic, or religious change. The Cardassians are a people who, as a rule, do not like change. Change scares them, especially those people in charge. In this theme the characters play dissenters aimed at overthrowing, or at least undermining, the Cardassian government for their own ends. This is a very dangerous game, as there is no room for dissent on Cardassia. The group must work in secret, meeting at safe locales away from the prying eyes of the Obsidian Order. They must seek to expand their power base by carefully selecting people to indoctrinate into their own way of thinking, which can be difficult due to the theme of paranoia centered on such activities.

This series can also be set in the latter year of the Dominion War, centered on Damar's rebellion against the Dominion. Characters play military officers and civilians who seek to overthrow the Dominion's foothold on Cardassia. They strike military and industrial targets while trying to minimize Cardassian casualties and avoid the Jem'Hadar. They must find assistance from unlikely places: training from the Bajorans, replicators from the Federation, arms from the Ferengi. This series is also rather deadly as the Dominion tolerates dissent less than the Obsidian Order.

Intrigue

Politics – personal, local, and interstellar – is another major theme of the Cardassian series. *Vesala* is the network that binds the Cardassians together, and without it the Cardassian state would grind to a halt. Edging for a better foothold of temporal power should be the goal of the characters in this theme. They could want a seat on the Detapa Council, or they could want to increase the Council's power as a whole while undermining the Central Command. Alliances are forged and shattered in the political series as each group tries to one-up the other. Shadowy dealings behind closed doors, favor swapping, and palm greasing are the keys to the political success of the characters. Bribery, blackmail, frame-ups, and rumor-mongering are all part of the Intrigue theme.

This type of game works well if you have a small group, or all of the characters are plotting toward a single goal. Much can be said, though, for the large group of characters that are all out to kill each other for their own personal political aims. In those cases conveying a sense of paranoia shouldn't be difficult at all.

Moral Dilemmas

The moral fiber of the Cardassian people differs greatly from that of the Federation. The Federation has ideals that they hold themselves to. Since the Cardassian ideological system values the state over the individual, the Cardassian series won't have as many moral issues as a Federation series.

Some of the moral dilemmas faced by your players

will be the tough decision between the state and the family. Both weigh heavily as responsibilities on the average Cardassian's shoulders. Should the character turn in his brother the bone carver, who has been meeting with spiritualists?

Another dilemma that the group can face is between duty and a sense of personal ethics. Not all Cardassians believe in the harsh treatment the Central Command levies on the populations of the worlds that it subjugates. Will the character help the abused, haggard victims of a labor camp escape at the cost of his own place in Cardassian society?

Darker Themes

Remember that many Cardassians are not nice people. They use forced labor to accomplish their industrial goals. They do not shy away from torture. They represent some of the worst aspects of humanity's past, present and possible future. While we are not going to cover these themes in detail, you should keep them in mind when creating your series. Keep in mind that some of your players may not be comfortable dealing with those themes, so be sure to discuss with them where the group will draw the line.

Settings

The beauty of the Cardassian series is that it can be set almost anywhere. Wherever you can dream of adventure, you can place a Cardassian in the thick of it all. These are some of the many diverse possibilities.

Starship

This setting revolves around the starship. It is similar to the Federation-Starship series. The crew performs patrol, escort or exploratory duties, investigate stellar phenomena, and defend the border from incursions. They search space for valuable resources that the Union can exploit and report the findings back to the Central Command. Usually these types of journeys touch upon the other aspects of theme and setting, if only but for a brief time. This series is the closest to standard *Star Trek: The Next Generation* series style of play with the Cardassian flavoring.

The Union

This setting for the series is on Cardassia Prime itself, or on one of the many core worlds of the Union. This is ideal for a series encompassing intrigue and political strife, dissention or espionage. The characters could be part of the vast Cardassian bureaucracy, or the owners of a trendy restaurant that is frequented by military officers and the elite. Or they could be the Detapa Council, desperately trying to cling to whatever little power they have. Whatever the theme, the Union setting can offer almost unlimited planet-side adventure for the characters.

New Worlds

This series is centered on an occupied world, such as Bajor. The characters are in charge of keeping the locals at bay while performing their duties for the Union, as well as trying to keep up their own *vesala* so far from Cardassia Prime. If the world is resource-rich, then the entrepreneurial Cardassian can gain much *vesala* from the exploitation of the world. Terrorist cells may spring up that need tracking down, and one of the players may be sympathetic to the plight of the locals. This best suits military characters, but civilians are needed as well to perform the many bureaucratic duties. One of the characters could be the prefect and decide how policy will be set for this world.

This series can be set on the planet itself, from a base planet-side, or even on a Nor-class station in orbit over the conquered planet. Wherever the prefect sits, the New World setting offers many possibilities.

Obsidian Order

This series can be set almost anywhere, but is usually based on Cardassia Prime. The series details the inner-workings of the Obsidian Order, and explores the power structure from within. The characters are a team of operatives who root out dissidents, criminals, and traitors. They keep their eyes and ears open for spies from foreign powers, and could even be called upon to assassinate someone for the Order.

Other settings for the Obsidian Order series are an embassy of a foreign government such as the Cardassian Embassy on Romulus. The characters may have to go deep undercover and pose as a species other than their own.

These types of series are very similar to what is presented in *The First Line: The Starfleet Intelligence Handbook*. The descriptions of the intelligence series can easily be adapted to fit the Obsidian Order.

Demilitarized Zone

When the Cardassians and Federation established the Demilitarized Zone (or DMZ), some Cardassian colonists were left on the Federation side of the border. These colonists decided to stay at their homes despite Federation control of the territory. This can be a great environment for espionage activity and dissention, as well as a head-to-head conflict with the Maquis. The Obsidian Order has little control over the worlds in the DMZ, so it is a place where criminals and dissidents flock. As such, they are more like a Cardassian version of the frontier town where law and justice isn't always the same thing.

The Ashes

This series is set post-Dominion war, and focuses on the reconstruction of the Cardassian Union. The characters can all be from one faction that is vying for the control of Cardassia, and this makes for some excellent roleplay that centers on intrigue. Alternatively, each character can be from a different faction. Either way you play it, the characters must come up with their own personal goals that reflect whatever faction they have chosen to align themselves with.

This series will give you as a Narrator more freedom, as it picks up where *Deep Space Nine* left off. The sample factions presented on page 36 of Book I are a launching point, but you are encouraged to create your own factions. Who will rule Cardassia when the dust settles? That's up to you and your players to decide!

FEDERATION SERIES

The purpose of this sourcebook is twofold – you can use it to create an all-Cardassian series or use the information contained within to mesh it with your current series. It's not a difficult task to include Cardassians in your current series, and this section describes different ways you can accomplish the goal.

Cardassian Adversaries

Cardassians make excellent adversaries for a Starfleet crew. From the rogue Gul that is plaguing the DMZ in his Galor-class warship to the Cardassian spy posing as a florist on board a local space station, adding a Cardassian villain into the mix of your rogues gallery can give your series that extra bit of oomph that it needs.

Cardassians in the Federation

There are more Cardassians in the Federation than any other race from a neighboring super power. There are several reasons for this but the DMZ accounts for most of these numbers.

Cardassian Expatriates

Cardassian dissidents who have escaped the Union (or have been exiled from it) tend to flock to the Federation because of the freedom that the Federation offers. These dissidents often gather together, discussing a new Cardassia and

looking for ways they can see their visions come to pass. They often dream of returning to Cardassia, and generally find the Federation's Class M worlds to be chilly in temperature and temperament.

Cardassian Spies

The Obsidian Order maintains a network of agents outside of Cardassian Space. These agents act as the eyes and ears (and sometimes, bloodied hands) of the Obsidian Order. While Starfleet Intelligence does much to thwart the activities of Obsidian Order agents, there are still a great number operating within Federation space.

For more information on Cardassian agent activities in the Federation, see *The First Line: The Starfleet Intelligence Handbook*.

Demilitarized Zone

The DMZ was set up to provide a buffer against hostilities between the Federation and the Cardassians. A line of demarcation was drawn across the territory, and the results caused some Federation colonists to fall into the domain of the Cardassian Union, as well as caused some Cardassian colonists to fall into the domain of the Federation. The Federation side of the DMZ is home to millions of Cardassian individuals who have decided to stay in the Federation-controlled area. Unlike the Cardassian-side of the border, these colonies enjoy a more liberal lifestyle with freedoms unknown on the Cardassian side of the border. Many of the expatriate dissidents and political refugees have made their way to these colonies, where their ideas and ideals are more welcome than in the heart of the Union. Here, art and spiritualism enjoy a greater degree of freedom, even though it still must be kept very private. The Obsidian Order closely monitors travel to and from these colonies, and immediately suspects anyone traveling to them from the heart of the Union of being a traitor.

A Starfleet crew could be assigned to keep the peace among a large colony of Cardassians. They could try and help the colonists obtain an even greater degree of freedom than they already enjoy. This is a good way to explore the Cardassian culture from a Federation citizen's perspective as the crew gets to know the people on the world.

NEW RULES

Cardassian characters work off of a slightly different rules system than other *Star Trek: Deep Space Nine* characters. With a little modification to your current series, adding a Cardassian character to it should not be a chore.



Renown

Cardassian renown works exactly like the renown system as presented in the *Star Trek: Deep Space Nine* roleplaying game.

Courage

Cardassians do not receive Courage points by default, but they can be bought during character generation for the standard rate of 5 DP's for each Courage Point received. If a Cardassian purchases courage, it functions exactly as described in the *Star Trek: Deep Space Nine* core game book. Cardassians can also purchase Courage with experience points.

Vesala

Vesala, as previously described, is the network of allies, contacts and cohorts that the Cardassians use to accomplish their personal goals in the strict framework of the Union. It is a measure of the personal power and influence that a Cardassian holds in the Union. Cardassians take their *vesala* very seriously and do not spend it lightly. Nor do they take performing a favor for someone lightly – even non-Cardassians – as they will always expect something in return. In this way, Cardassian society acts very much on the back scratching principle.

Vesala is similar to the Glory rating as presented in *The Way Of D'Era* in a number of ways. The largest difference is that a Cardassian's *vesala* rating can actually enter negative numbers. Going into favor debt is unwise, as further favors from Cardassians costs more *vesala*, throwing the character further into debt. Another difference is that *vesala* is actually traded from one character to another.

Everything on Cardassia except your social standing is available for a price. Promotions, commendations, and even alterations of confidential records can all be bought with *vesala*. The characters must make the right contacts, of course, and be able to exploit those contacts in order to achieve their own personal goals.

Vesala is gained when a Cardassian character trades a favor with another Cardassian. The price of the favor in *vesala* is tallied and this total is added to the provider's current *vesala* total. The Cardassian calling in the favor loses the same amount.

Vesala is an abstract concept, and Cardassians do not refer to it as a proper noun. It is used as a mechanic for representing the Cardassian palm-greasing network. One Cardassian will never ask another how much *vesala* he has, as it is akin to

asking how much network someone has. When Cardassians do refer to their *vesala*, it is generally in terms of their having 'well placed friends' (or allies, or contacts, etc) who can accomplish the objective.

Using Vesala In Your Series

How you as the narrator choose to handle *vesala* will set the tone for the game. By making *vesala* very precious and not passing it out like candy, you can ensure that the players respect every point of it. If you give out too much, the characters will be able to run wild on their own personal power. If you give out too little, characters won't be able to accomplish anything on their own. Finding and striking a balance is important.

The best way to go about keeping your player's *vesala* in check is to present the characters with performing small favors, and occasionally sprinkle the big favors in. It's doubtful that Gul Dukat will be contacting the characters to save the Union as a personal favor every week. It is more likely that Cardassians lower than themselves in status and power are seeking something that the characters can provide, and will approach the party.

A Cardassian can't just ask anyone for a favor. They must find the correct avenue for accomplishing what they need. A Cardassian military officer can't go to an Obsidian Order agent and try to buy a promotion. Instead, the officer needs to go to his superior officer and attempt to purchase it. Likewise, a Cardassian seeking a permit to open a restaurant won't approach a desharto to get the permit – they will need to get it from the Ministry of Finance.

Sometimes, though, asking intermediaries is the only way to get what you need. Perhaps the Ministry of Finance has refused the permit for the new restaurant. The only way for a character to then get his or her foot in the door is to go through someone else. Perhaps one of the character's contacts has a sister that works for the Ministry – but usually the cost of such endeavors in terms of *vesala* is doubled. The farther removed the favor is from the source the more expensive it is going to be as the favor passes down the line to its ultimate destination.

This can be a good way of getting a character to release a bulk of *vesala* at once. By making something they want or need unavailable to them directly, you can force them to trim their *vesala* pools down. This makes them go through intermediaries and drives up the cost of the favor.

Try to set your *vesala* costs with care. It is easy to overvalue or undervalue a favor. See the sidebar if you need help. This chart is offered as a guide only and is not meant to be a hard and fast rule for determining *vesala* costs.

Generally, a favor will cost between 1 and 20 *vesala*,

Vesala Costs

This chart will help you determine the *vesala* cost of a particular favor that is being called in. It should be used as a guide and not as a hard and fast set of rules. Since Cardassian *vesala* is sometimes nebulous, feel free to modify the system as you see fit.

Base cost: 5

Modifiers:

Character has never worked with provider before: +2

Character has worked with provider before: +0

Provider is a regular contact with character: -1

Provider is a friend: -2

Provider is distant family: -3

Provider is close family: -4

Provider must call in a favor to provide character with his favor: Varies (+5 to +20)

Favor could get provider in trouble: Varies (+1 to +5)

Scope of favor:

Minor: -1

Average: +0 to +3

Large: +4 to +10

Huge: +11 to +20

Difficulty of favor:

Routine: +0

Moderate: +1

Challenging: +4

Difficult: +7

Impossible: +10

Social Class of Character calling in favor:

Scralan: +5

Ti'alek: +3

Hibalek: +2

Amarlek: +1

Ra'malek: +0

Trelek: -1

Character calling in favor is member of High Command -2

Character calling in favor is member of Obsidian Order: -3

Character's *Vesala* rating below zero: +5

Note that things such as Promotion and Commendation have other costs associated with it that is added to the total generated here.

with 1 being a small favor from a family member and 20 being something pretty big from a stranger. Feel free to adjust the prices as circumstances warrant.

When a Cardassian approaches another to perform a favor, think about the favor and how difficult it would be for the provider to come through for the requestor.

Differences in social status make a difference, as well as how well the two individuals know each other. After all, a Cardassian would perform favors for family that he wouldn't for anyone else.

The difficulty of the favor is how hard will it be for the provider to actually fulfill his end of the bargain.

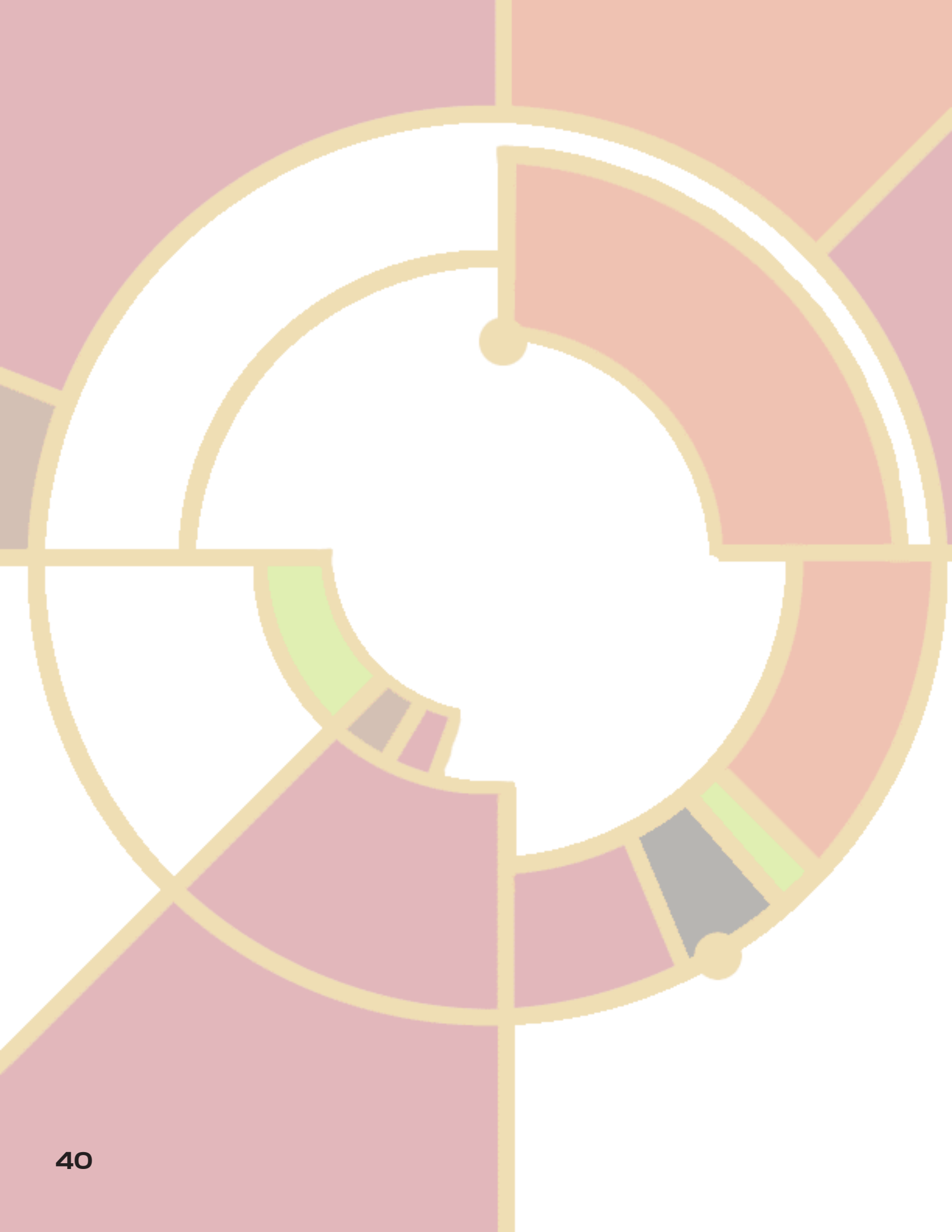
Scope refers to how big of a favor the character is getting the provider to perform. Getting a seat on the Detapa council will be much more expensive than getting a seat at a crowded restaurant.

Changing the Outcome

Cardassians can use their *vesala* to alter the outcome of tests. This works in the same way as spending a courage point. . However, it costs four *vesala* to raise the result of a Test by one point.

Vesala, when spent in this fashion, are lost permanently and do not refresh. A maximum of 12 *vesala* points in this fashion per episode.

Characters can only use this if it can be justified. For example, a Cardassian could call in his brother's help to fix a shuttle pod (thus raising the result of the Test). However, you cannot change the outcome of something that requires an individual with no help, like firing a phaser or seducing a waitress for information.



PERSONALITIES



Cardassians of Note

The following characters can be used as non-player characters in your Cardassian series or as recurring adversaries for your Federation-centered series.

DORET TASHOM, HEAD OF THE OBSIDIAN ORDER

Attributes

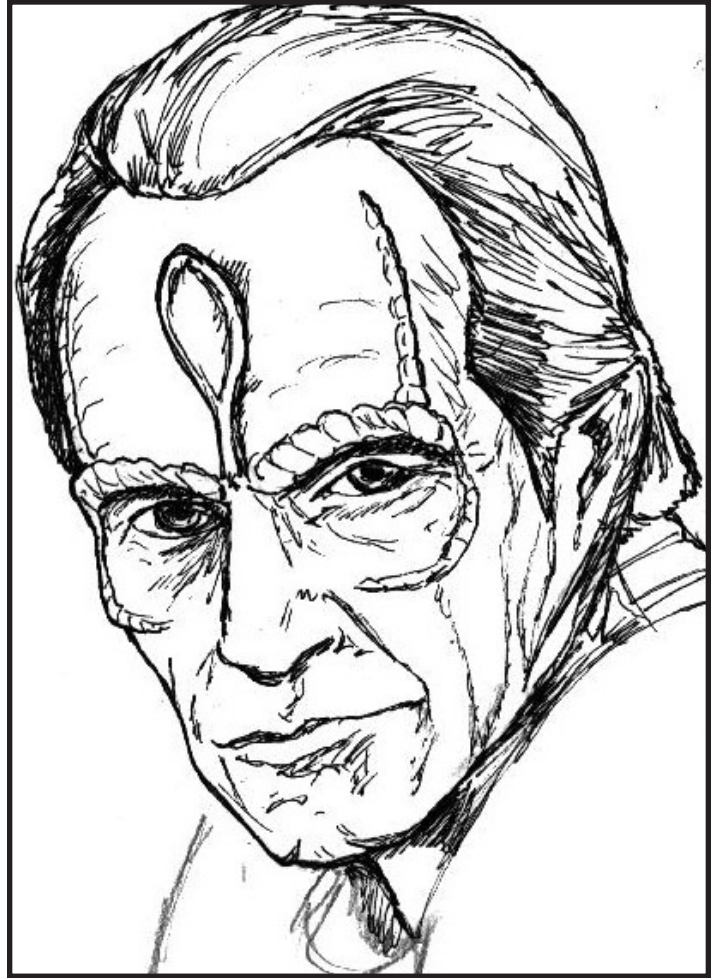
Fitness 3
Coordination 3
Intellect 4
 Perception +1
Presence 3
 Willpower +1
Psi 0

Skills

Administration (Intelligence) 4 (5)
Artistic Expression (Thedrigian) 1 (2)
Athletics (Climbing) 2 (3)
Computer (Data Alteration/Hacking) 2 (3)
Culture (Cardassian) 2 (3)
 Federation (3)
Dodge 3
Energy Weapon (Disruptor) 3 (4)
 Phaser (4)
Espionage (Undercover Operations) 5 (6)
Fast Talk 3
History (Cardassian) 1 (2)
Intimidation (Torture) 3 (4)
Language
 Cardassian 3
 Federation Standard 3
 Klingon 2
Law (Cardassian) 2 (3)
Personal Equipment (Sensors) 2 (3)
Physical Sciences (Computer Science) 1 (3)
Security (Security Systems) 3 (4)
Shipboard Systems (Tactical) 2 (3)
 Weapons Systems 3
Unarmed Combat (Horvetzakh) 3 (4)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Cardassia Prime) 2 (3)

Advantages/Disadvantages

Contact +3
Eidetic Memory +3
Influential +5
Political Rank +5
Promotion +6 (Jagul)
Security Clearance +3
Arrogant -1
Intolerance -3 (all other species)
Power-hungry -2



Courage 3

Renown 32

Aggression 5
Discipline 8
Initiative 6
Openness -5
Skill 8

Vesala

Total: 138
Unspent: 19
Spent: 119

Doret Tashom

Doret Tashom, the successor to Enabran Tain, currently leads the Obsidian Order. His current position appears stable but, as any agent of the Order knows well, appearances can be deceiving.

Tashom started out as one of the Obsidian Order's most promising recruits. Early on, he caught the attention of Enabran Tain and became one of Tain's protégés, along with

Elim Garak and several other young operatives. He worked hard to earn Tain's respect, and developed a strong dislike of Garak, whom he saw as a rival for Tain's attention.

Tashom worked in several branches of the Order under the close supervision of Tain and the watchful eye of Garak. Through his own devious investigations, Tashom eventually discovered the reason Tain had Garak as his student-Garak was actually Tain's unacknowledged son. Tashom leaked information to the target of one of Garak's missions, then arranged the evidence so that it appeared Garak himself had betrayed the Order. To protect his son, Tain, in a rare fit of compassion, covered up the evidence as best he could-but Tashom had proof of the "truth." Acting in accordance with Tashom's demands, Tain exiled Garak from Cardassia and the Order, and issued orders that he should be killed if he ever returned. Tain then stepped down from his position, naming Tashom to succeed him. But through his knowledge, contacts, and vesala, he still kept an active hand in the administration of the Order (much to Tashom's aggravation).

When Tain proposed a joint Obsidian Order-Tal Shiar assault on the Founders' homeworld in the Omarion Nebula in 2371, Tashom reluctantly agreed to the plan. He did so not because he approved of it, but because he didn't think the Founders were stupid enough to be taken by surprise that way, so Tain would fail. Tashom was right; the assault was a dismal failure; Tain was removed from the picture forever when he died in a Dominion prison camp.

Tashom, his objections to the plan on record, became the unquestioned leader of the "Cardassian Intelligence Bureau." He chafed under the oversight of the newly-powerful Detapa Council, but was able to take advantage of the situation to "purge the ranks of the Order of Dominion infiltrators and double agents" (i.e., his enemies). This occupied much of his time and prevented the Bureau from operating as efficiently as the Order had in the past.

When Gul Dukat forged the Dominion-Cardassian alliance and recreated the Obsidian Order, Tashom used his extensive vesala to keep his position. Since the Dominion preferred to use its own intelligence-gathering apparatus whenever possible, Tashom had relatively little to do during the War. He continued to ferret out and destroy those disloyal to him and otherwise strengthen his position.

Now that the War has ended, and Cardassia has begun the process of rebuilding, Doret Tashom intends to see that the Obsidian Order gains back all that it has lost, and more. As the leader of the so-called "Obsidian Legion," he plans to bring all of Cardassia under his rule. One of his primary obstacles is his old foe, Garak, who has returned to Cardassia in the wake of the war as a hero and liberator of the Cardassian people. But Tashom intends to be the second head of the Obsidian Order to survive his time in office, and isn't about to let Garak or anyone else get in his way.



AAMIN MARRITZA

Attributes

Fitness 2
Coordination 2
Intellect 4
 Logic +2
 Perception +1
Presence 3
 Willpower +1
 Empathy +1
Psi 0

Skills

Administration (Filing)(Bureaucracy) 3 (4)(4)
Athletics (Running) 2 (3)
Computer
 (Database Management) (Cardassian) 2 (3)(4)
Culture (Cardassian) 2 (3)
Dodge 2
Energy Weapon (Cardassian Phaser) 1 (2)
History (Cardassian)(Occupation) 1 (2)(2)
Language

Cardassian 3
 Bajoran 1
 Law (Regulations) 2 (3)
 Personal Equipment (Tricorder) 1 (2)
 Persuasion (Oratory) 2 (4)
 Physical Science (Computer Science) 3 (4)
 Shipboard Systems (Communications) 2 (3)
 Systems Engineering (Computer) 1 (2)
 Vehicle Operations (Shuttlecraft) 2 (3)
 World Knowledge (Cardassia Prime) (Ko'ra II) 1 (2)(2)

Advantages/Disadvantages

Deep Cover (Posing as Gul Darhe'el) +2
 Eidetic Memory +3
 High Pain Threshold +2
 Cowardice -2
 Guilt -1
 Medical Problem (cobalt deselinide is poison) -1
 Medical Problem (Kalla Norah Syndrome) -2
 Species Enemy (Bajoran) -4

Vesala

Total: 65
Unspent: 12
Spent: 53

Renown 13

Aggression -5
 Discipline 5
 Initiative 3
 Openness 2
 Skill 8

Aamin Marritza

Aamin Marritza was a filing clerk in the Galitep labor camp during the Bajoran occupation. Marritza was a fantastic filing clerk, in fact, so much so that he attracted the attention of Gul Darhe'el, an aged Cardassian gul who was looking to plunder all that he could out of Bajor. Because of Marritza's computer filing abilities, Darhe'el transferred him to his unit and put him to work as filing clerk of the labor camp. Darhe'el commended Marritza in 2365, saying that Marritza's filing system was a 'masterpiece of meticulous exactitude'. Marritza despised the overbearing gul, but nevertheless served under him for fourteen units of service.

Life in the Gallitep labor camp was terrible for the Bajoran workers. Wives were executed in front of their husbands; old people were buried alive because they couldn't work any more. Basic necessities were often denied the workers. Because of the intense atrocities being committed there, Gallitep was the most feared of the labor camps for the Bajorans. To the Cardassians, it was the model of labor camp efficiency.

This was a difficult time for Marritza, who was at his heart, a coward. He hid under his bunk at night, a pillow braced over his head, but he found that nothing could drown out the screams of the Bajoran laborers. He wanted to take

action, to help them, but he couldn't -- the price was too high for the young clerk.

When the accident happened at Galitep, it caused widespread cases of Kalla Norrah, and Marritza was among the afflicted. While treatable, Kalla Norrah is incurable and eventually leads to death.

In 2368, Marritza left the labor camp to work at the Military Academy on Kora II. Upon his arrival at Kora II, Marritza underwent dermal reconstruction to make himself appear to look like Gul Darhe'el.

By 2370, the real Darhe'el was dead, and Marritza decided it was time to act. Darhe'el was given a glorious hero's funeral, and this sickened Marritza, who believed the late Gul to be the embodiment of evil.

In late 2370, Marritza wrapped up his personal affairs, paid his staff handsomely and boarded a Koberian freighter destined for Deep Space Nine. It was Marritza's intent to be punished for the crimes at Gallitep. It was his belief that in order to be strong, Cardassia needed to admit to what it had done at the labor camp, and by posing as Gul Darhe'el, he could admit to the atrocities and be put to death. Not for his crimes, but the crimes of his race. He duped Major Kira Nerys into believing he was the Butcher, but through Starfleet and Odo's help, they discovered the truth. Kira decided that the best course of action would be to let Marritza go. As she escorted him out of the holding cells and onto the Promenade, a Bajoran man stabbed Marritza in the back, killing him simply because he was Cardassian.