

Ferengi Overlays (V3.0)

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Just a few Ferengi-centric career overlays developed over the years in the ICON rules system from Last Unicorn Games. This version incorporates the Character Generation packages that had been developed by Steven A Cook

Ferengi Accountant/Bureaucrat

The Ferengi accountant is designed to fill one of the most important gaps in Ferengi society, a profession of prestige and trust. It is only the most skilled and most efficient accountant that manages to proceed up through the ranks to that of 'Liquidator', a rare honour indeed, but usually one that is deserved after many years of hostile negotiations and other less scrupulous 'hands on' methods of job promotion...

Administration (Accounting) 2 (3)
Bargain (Choose Specialisation) 2 (3)
Culture (Ferengi Rules of Acquisition) 1 (2)
Fast Talk 1
Law (Ferengi Commercial By-Laws) 1 (2)
Computer (Research) 1 (2)
History (Ferengi) 1 (2)
Intimidation (Bluster or Interrogation) 1 (2)
Languages; Ferengi 1
Persuasion (Negotiation) 1 (2)

Wealth +1, Contact +1, Rival -2

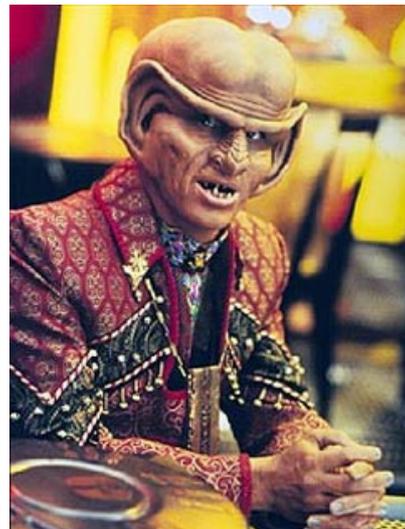
Ferengi FCA Auditor/Liquidator

One of the most fearsome and powerful people in Ferengi culture, the spectre of a visit by FCA Auditors strikes terror in the hearts of all good businesses and horror stories are told to little children of their ruthless punishments on the poor businessman.

These individuals serve as the policing agency within Ferengi territory ruthlessly scrutinising business transactions and taking their cut.

Administration (Audit) 2 (3)
Intimidation (Bluster or Interrogation) 2 (3)
Culture (Ferengi Rules of Acquisition) 1 (2)
Law (Ferengi Commercial By-Laws) 1 (2)
Computer (Choose Specialisation) 1 (2)
History (Ferengi) 1 (2)
Languages; Ferengi 1
Security (Choose Specialisation) 1 (2)
Bargain (Bribery) 1 (2)
Streetwise (Choose Specialisation) 1 (2)

Wealth +2, Contact +1, Shrewd +1, Rival -2, Arrogant -1
Greedy -1



Bar Owner/Host

A career of some esteem among the Ferengi, and often a living example of the 7th rule of acquisition “*Keep your ears open.*” Bartenders across the universe are renowned for being a friendly person to talk too. But few pay as close attention as a Ferengi Barkeep. Many dream of retiring to the life of a barkeep, but amongst the Ferengi the Barkeep is seen as a path to a Latinum filled retirement.

As skilled at mixing complicated cocktails of flavour as they are at managing those people around them... A good suit is also part of the uniform, but be careful to remember the 47th rule though...



Charm (Choose Specialisation) 2 (3)

Fast Talk 2

Merchant (Bar) 2 (3)

Culture (Ferengi Rules of Acquisition) 0 (1)

Artistic Expression (Choose Specialisation) 1 (2)

Gaming (Choose Specialisation) 1 (2)

Languages (Choose) 1

Persuasion (Choose Specialisation) 1 (2)

Sciences, Physical (Chemistry) 1 (2)

Streetwise (Choose Specialisation) 1 (2)

Wealth +1, Code of Honour (Bar Tenders Code) -2, Rival -1, Empathy Edge +1

Code of Honour (Bar Tenders Code) -2

- Look After your customers; they are your biggest asset.
- Don't get involved in trouble, stay neutral in any disagreement, and try not to hold an opinion so strong that you disagree with your customers, even when they are clearly wrong.
- Any trouble. Make sure it goes outside the bar.

Dabo Girls

“Ah, Dabo, the game of kings. What's that? You don't know how to play? Well, allow me to introduce you to my assistant Alicia here. First spin is free...”

Many Ferengi entrepreneurs go into the hosting trade. It is often said that while there are many different words for rain in the Ferengi Language, there are also no streets without a bar on Ferenginar.

One of the key secrets to the hosting trade is to keep the customer occupied and interested while you ply them with Synthohol. A key part of that are the bar games, offering opportunity to keep the customers mind of the bar prices, give them an occasional chance at winning (a

Charm (Seduction and Oo-Mox) 2 (3) (3)

Gaming (Dabo and Choose Specialisation) 2 (3) and (3)

Sleight of Hand (Gaming Cheats) 1 (2)

Artistic Expression (Choose Specialisation) 1(2)

Fast Talk 1

Languages (Choose) 1

Merchant (Bar) 1 (2)

Persuasion (Choose Specialisation) 1 (2)

Streetwise (Choose Specialisation) 1 (2)

Sexy +2

Obligation (Employer) -1



firm favourite to encourage repeat custom, just remember the odds MUST remain stacking in the house's favour), and something to look at.

The Dabo Girls.

Its important to remember that the term Dabo Girl does not imply a particular game, they could be playing Dabo, they could be playing poker, who cares? That's not what the customer should be looking at.

The key to a good Dabo Girl is to follow the key employee guidelines. These differ between various establishments

according to the hosts tastes, but all Ferengi hosts seem to know them intuitively. Broadly they are;

- 1 – She has to be a Female...
- 2 – ...a sexy Female.
- 3 – No Ferengi Females, Dabo girls have specific costumes, and Ferengi Females must be unclothed.
- 4 – Assest's. She's got to have them, if you're distracted by them at interview, she's hired.
- 5 – The costume. Small enough to be revealing, yet ensure that nothing is seen. Clothed Females are quite alluring...

Once all these aspects are covered, your players could be playing chess and nobody would notice. **"Place your bets and take a spin! DABO!"**

Ferengi Merchant Priest

Ferengi business models are so closely attuned with their mysticism that it should come as little surprise that on Ferenginar there exist mortal guardians of the divine treasury. Adepts of the Divine Treasury and guides upon the banks of the path of the Great Material Continuum, for a suitable fee they will teach and advise

Responsible for the teaching of the most sacred text; the rules of acquisition. And available for hire to bless business transactions, and to arrange marriage contracts.

Culture (Ferengi Rules of Acquisition) 2 (3)

Merchant (Choose Specialisation) 1 (2)

Persuasion (Oratory) 2 (3)

Theology (Choose Specialisation) 2 (3)

Bargain (Choose Specialisation) 1 (2)

Computer (Choose Specialisation) 1 (2)

Fast Talk 1

History (Choose Specialisation) 1 (2)

Language; Ferengi 1

Social Sciences (Choose Specialisation) 1 (2)

Shrewd +1, Wealth +2, Rival -2, Pacifist -1, Fanatic -3

The Ferengi concepts of the afterlife are a mirror of their pursuit of wealth during life. When a Ferengi dies, he is said to meet the Blessed Exchequer, who reviews the financial statements of the Ferengi's entire life; If he earned a profit, he is ushered into Ferengi heaven - the Divine Treasury, where the Celestial Auctioneers will allow him to bid on a new life. Ferengi who were not financially successful in life are damned to the Vault of Eternal Destitution for eternal indentured servitude. When a Ferengi prays or bows in reverence, he holds his hands in a bowl shape with his wrists together. A typical Ferengi prayer begins with this phrase: **"Blessed Exchequer, whose greed is eternal, allow this bribe to open your ears and hear this plea from your most humble debtor."** As is typical, this is accompanied by placing a slip of latinum into a small statue made in the Exchequer's likeness in homage. Ferengi have also taken to making pilgrimages to Earth's Wall Street, which they view as a holy site of commerce and business, and then speculate on where Earth got it all wrong since then...

Lawyer

by Steven A. Cook

Lawyers abound within Ferengi Alliance territory, but they may be encountered just about anywhere in explored space where legal disputes exist as Ferengi lawyers work insidiously to find even the tiniest legal loophole and exploit it for their own - or their clients' - nefarious purposes. And they are renowned for their successful case load.

Ferengi Privateer

The Ferengi Alliance does not maintain a regular space navy per se. What is known of the Ferengi Defensive forces seems to have developed from the cultures love and pursuit of gain and wealth. A Ferengi will self finance to purchase a vessel, hire a crew and ply the spacelanes for profit.

It is known that several 'influential' individuals hold the contracts for patrolling and defending Alliance territory. These contracts from the Government can be very lucrative and allow these 'Admirals' to purchase new and better ships, and hire the best personnel, although many frontier contracts are correspondingly poorly defended due to the smaller retainer fee's compensating those regional patrols. The personnel on these ships are very similar to privateers upon ancient Earth's oceans, who worked for their governments in wartime, making their operations legitimate (at least in the eyes of their government). And as such they were called privateers, a title that many of these personnel enjoy for its ancient and romantic connotations (and so much more appealing than pirate)...

Many of the Admirals/Owners hire personnel that fall within their budget, and it is not unusual to find members of many different species serving on these vessels, each earning their pay, plus a negotiated percentage of any booty. This complex method of defence does mean that each 'sector' of the Alliance can have vastly differing operational techniques, and even strengths of fleet, making illegal activities rife within Ferengi space. At least they would be illegal if the Alliance authorities felt that such activities constituted a crime.

Intimidation (Cross-Examination) 2 (3)
Law (Choose Specialization) 2 (3)
Persuasion (Debate) 2 (3)
Culture (Ferengi Rules of Acquisition) 0 (1)
Administration (Choose Specialization) 1 (2)
Computer (Research) 1 (2)
Fast-Talk 1
Language: Federation Standard 1
Mediation (Choose Specialization) 1 (2)
Personal Equipment (Choose Specialization) 1 (2)

Wealth +1, Rival -2

Bargain (Choose Specialisation) 1 (2)
Energy Weapon (Choose Specialisation) 1 (2)
Security (Choose Specialisation) 1 (2)
Ships Systems (Choose 2 Specialisation) 2 (3), (3)
Fast Talk 1 or Dodge 1
Athletics (Choose Specialisation) 1 (2)
Culture (Ferengi) 0 (1)
Language; Ferengi 1
Personal Equipment (Choose Specialisation) 1 (2)
Planetside Survival (Choose Specialisation) 1 (2)
Streetwise (Choose Specialisation) 1 (2)

Bold +1, Wealth +1, Rival -1

Ferengi your Overlay...

What if you want to play a Ferengi from another career discipline? Just add the following skill, Advantage and disadvantage to the standard Overlay package to add a touch of Ferengi business to the standard template.

Culture (Ferengi Rules of Acquisition) 0 (1)
Wealth +1, Rival -2

Character Creation Packages by Steven A. Cook

Early Life (5DP)

Bankrupt Family

The character's family went bankrupt when he was a child. He suffered great humiliation and was forced to fend for himself as an adolescent. He earned nary a strip of latinum from his Attainment Ceremony.

Fast Talk 1, Streetwise (Choose Specialization) 1 (2), Diminished Social Status -1

Gifted Lobes

The character developed the "lobes" for business at an astonishingly young age and earned great respect from his elders. Not surprisingly, many of his peers were extremely jealous.

Bargain (Choose Specialization) 1 (2), +1 Perception, Patron +2, Wealth +1, Rival -2

Advanced Training Packages (9DP)

Core/Frontier World Trade Mission

The character served in an administrative position or as a mediator on an extended Ferengi trade mission in either frontier or core world territory.

Administration OR Mediation (Choose Specialization) 1 (2), Merchant (Choose Specialization) 1 (2), World Knowledge (Choose Specialization) 1 (2)

Ferengi Trade Vessel Spacehand

The character served aboard a Ferengi trade vessel as an all-around mechanic, engineer and maintenance crewman.

Any Engineering (Choose Specialization) 1 (2), Personal Equipment (Choose Specialization) 1 (2), Shipboard Systems (Choose Specialization) 1 (2)

First Contact Specialist Training

The character has training as a first contact specialist, with focuses in analyzing potential markets, investment opportunities and exploitable resources.

Diplomacy (Negotiation) 1 (2), Social Sciences (Economics) (Sociology) 1 (2)(2), Contact +1, Cultural Flexibility +1

Interstellar Economic Analyst

The character has studied interstellar corporations, and has experience in the financial investment, brokerage and banking fields.

Administration (Bureaucratic Manipulation) 1 (2), Knowledge: Interstellar Corporations 1, Social Science (Economics) 1 (2)

Marketing and Sales Training

The character has worked for a large corporation or small family-run business and possesses training in the marketing and sales of a variety of products and/or services.

Charm (Influence) 1 (2), Knowledge: Marketing Strategies 1, +1 Perception, Innovative +1, Shrewd +1

Professional Packages 10DP

Corporate Espionage Agent

The character works for a single (or various) corporations investigating and sabotaging rival corporations' manufacturing facilities, trade secrets, research and development projects, and other similar activities.

Computer (Choose Specialization) 1 (2), Energy Weapon (Choose Specialization) OR Personal Equipment (Choose Intrusion Device) 1(2), Espionage (Choose Specialization) 1(2), Security (Choose Specialization) 1 (2), Marked Man -2

Entertainment Manager/Agent

The character works in the entertainment industry as a manager, agent or talent scout. He's always searching for the next "big star" who'll rock the entertainment 'biz.

Charm (Choose Specialization) 1 (2), Fast Talk 1, Knowledge: Entertainment Industry 1, Contact +1, Favor Owed +1, Rival -1

Freelance Medical Practitioner

The character is a qualified doctor and performs private medical services to those willing to pay his fees.

Life Science (Choose Specialization) 1 (2), Medical Science (Choose specialization) 2 (3), Personal Equipment (Medical Tricorder or similar device) 1 (2), Code of Honor (Hippocratic Oath or similar oath) OR Dark Secret (Malpractice Suit) -2

Frontier Scout

The character works in frontier territories as a scout, determining the potential of newly discovered worlds for colonization or industrial development.

Planetary Sciences (Choose Specialization) 1 (2), Planetside Survival (Choose Specialization) 1 (2), Energy Weapon OR Shipboard Systems (Choose

Specialization) 1(2), Curious OR Sense of Direction +1

Futures Exchange/Stock Market Speculator

The character has earned a living speculating on the Ferengi Futures Exchange or numerous worlds' stock market or trade exchange networks. He may have worked for a financial firm or as an independent speculator.

Bargain (Marketplace Haggling) 1 (2), Knowledge: Stock Markets/Futures Exchange Etiquette & Lingo 1, Social Science (Economics) 1 (2), Wealth +1

Private Sector Scientist

The character is dedicated to a particular scientific field. He is most likely motivated by profit, but also possesses a genuine interest in scientific discovery.

Any Science (Choose two Specializations) 2 (3)(3), Personal Equipment (appropriate device) 1 (2), Curious +1, Argumentative – 1



The Rules of Acquisition;



A living and breathing document that forms the core of Ferengi culture, treated with significant reverence by all Ferengi. This is one of the documents that all Ferengi children are expected to learn and understand by rote above all else. It is a collection of rules guiding all aspects of Ferengi commerce and many a businessman will try to lay out their guidance in parable format in the hope that one day they may find their simple lesson added to the Law of Acquisition. Or better yet find new insight from the existing laws

As a game mechanic the Laws of Acquisition and knowledge of the laws is not going to be a Law skill speciality, Instead it is simply a check against Culture (Ferengi) skill. For this reason all Ferengi templates should include this culture skill as a core discipline.

Of course players (characters) with a knowledge of the Laws of Acquisition can simply pick a quote and hope it applies without a skill check. There is nothing wrong with this scattergun approach to the Laws of Acquisition in fact many Ferengi often seem to use them this way too.