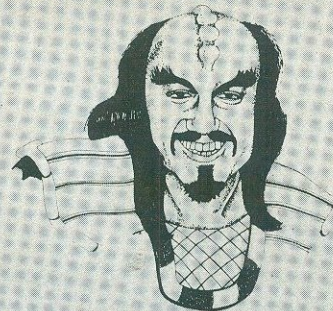


# A QUESTION OF HONOR



## Determining the "Station" of Klingon Characters

by Kevin Keohane

Kirik sutai Kazak rose from his chair slowly. His science officer lay dead on the bridge floor, victim to Kazak's disruptor.

"Anyone else want to make a projection of the situation?" he growled. The bridge crew continued their duties, not daring to meet his gaze. He smiled.

The elevator opened and the new science officer, a young Romulan-fusion female, entered somewhat hesitantly. Kirik watched intently as two of his *kuve* aides dragged the body off the bridge. Looking straight into the young officer's eyes, he said flatly, "Take your station, science officer." She obeyed diligently.

Kirik sat again in his command chair, tapping his disruptor on the arm rest. "Scanner report?" he asked for the second time that hour.

The young Romulan-fusion's hands rapidly moved over her controls. "A Federation research cruiser of the *Anton*

class: range 12,000, bearing 21 degrees by 186 degrees, exalted one."

Kirik smiled. Even though he normally didn't give compliments, he admired the young officer's bearing. She also happened to be from a powerful line.

"Kai! Helm, intercept. Nav, shields up. Weapons, charge and ready." Kirik said, slipping into battle language and leaning intently forward. There would be much glory here. "Cloak off!" he shouted.

The Klingon supplement for ST:RPG provides priceless information pertaining to the Klingons and their (mis)adventures. But how do we know exactly *how* honorable or powerful our character is? Although honor is an abstract thing, I have attempted to assign some value to certain actions and circumstances. So, to find out what kind of prestige your character has within the *Komerex Zha* of the Klingon Empire, add up the points from the following list:

Action/Circumstance	Points Assigned		
Line in disfavor with Emperor	-10	Killing an enemy with bare hands	-10
Line undistinguished/disreputable	-5	Killing an enemy in close combat with weapon	+6
Line established but not notable	0	Killing an enemy with a ranged weapon	+3
Line known and well thought of	+5	Capturing a worthy enemy (GM's definition)	+15
Line powerful and wealthy	+10	Killing a Klingon of higher rank	-100
Per tour in Imperial Expeditionary Force	+2	Killing a Klingon of equal rank (This and the	-50
Per tour in Imperial Navy or Sector Garrison	+1	above depend on the situation — traitors	
Per tour in Exploration/Colonization Fleet	-1	don't count.)	
Per tour in Merchant/Courier Fleet	-2	Killing a Klingon of lower rank	-5
Per tour in any other branch	0	Defeating an enemy in space/ground combat	+10
Per cadet cruise after first	-1	Capturing an enemy in space/ground combat	+15
Per promotion in rank after ensign	+3	Any combat against overwhelming odds	+15
Per promotion in position (i.e. to a bigger ship)	+2	(GM's discretion)	
Per demotion in rank or position	-10	Dying for the Empire	+25
Per Imperial Commendation	+25	Being captured in any combat	-75
Per favorable Security Risk Notation	+12	Allowing an enemy to escape unintended	-10
Per Security Risk Notation Extant	-25	Per combat, regardless of outcome	+1
Ship's Captain	+5	Per mission, regardless of outcome	+2
Department Head	-2	Per military governorship that ended	+4
Per 20 years of age	+5	successfully	
Name prefix: tai	+5	Per military government that failed	-10
vestai	+7	Bringing back to one's superior important	+2 to +50
sutai	+10	information	
zantai	+15	Other (GM's Option)	-50 to +50
epetai (Note: These are not cumulative.)	+30		

Example: Captain Kirik sutai Kazak

Two Imperial Commendations, One Favorable Security Notation, Known and well thought of line, five terms in Imperial Navy, served on a D-18, then a D-7, then a department head on the D-7, then Captain of a D-7, now Captain of a D-10. Killed four enemies in close combat, five at range, captured one. Killed a lieutenant (below his rank) on bridge. Destroyed an *Anton* class cruiser. Thirty total career combats, twenty missions,

As can be seen, Captain Kirik would have 234 points and probably would be considered quite an honorable member of his line.

It should be understood that these points are for comparison only; they have little bearing on promotions, and so

on (if you reach 1,000, you don't automatically become the Emperor). These points, however, can be manipulated by high level commanders to "make or break" their subordinates. For example, if Thought Admiral Kandy doesn't like Lieutenant Karek, he could "promote" him from his department head position on a D-7 to command a courier — the result:

To smaller ship	-10
Loss of Department Head position	-2
Ship's Captain	+5
Tour of duty in Courier Fleet	-2

This results in a total loss of honor points of -9, all because of a "promotion". Think about it. The possibilities are intriguing.