

Building the Keths

STAR TREK ADVENTURES

Character Generation Alternatives, Version 1.1
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INTRODUCTION

The *Klingon Empire Core Rulebook* gave us a new way to approach the *Star Trek Adventures* role-playing game. It also gave us a way to change up character generation, a concept that was first explored in the *Sciences Division* sourcebook.

The character generation rules in *Klingon Empire* allow for the creation of Great Houses for Klingon characters. With only a little bit of effort, those same rules can apply to Andorian keths, offering some legacy support for Andorian characters.

The keths, or clans, originated in the Last Unicorn Games version of the *Star Trek* RPG, and carried over into the Decipher iteration of the game. Just as all Klingons belong to a House, all Andorians belong to a keth.

For several reasons, the keths were not carried over to *Star Trek Adventures*, but many long-standing campaigns had been started under either LUG's or Decipher's systems and upgraded to STA after the fact. Many of these existing campaigns used the keths, and there seemed no reason for them to go away, even if they didn't have a mechanical effect any longer.

With the House Creation and Development rules, however, they could once again have a minor mechanical effect, as well as allow for variety in character generation.

Like the Great Houses, a keth replaces steps two and three (Environment and Upbringing) in the Lifepath process. Creating a keth uses the same process as creating a Great House, with the following changes.

KETH STATUS

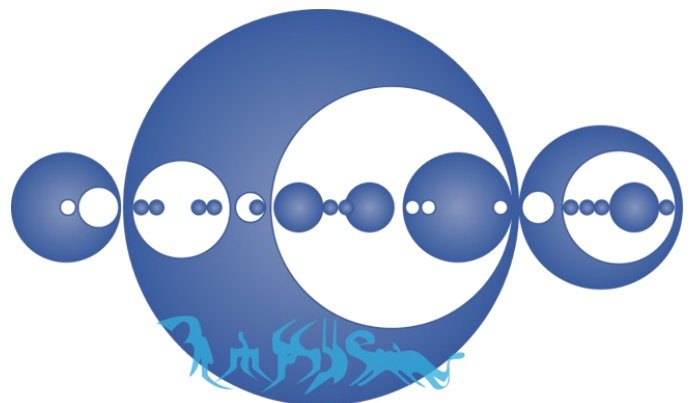
Use the House Status rules in the *Klingon Empire Core Rulebook*, pp. 137-8, as written. You can either choose a status to reflect the specific Attribute combination you think appropriate for the keth you're trying to build, or you can roll randomly on the House Status table.

KETH LEGACY

The legacies listed in the *Klingon Empire Core Rulebook*, pp. 138-40, can be used as written. Since there are several keths, however, with different focuses, legacies for Merchants, Spies, and Diplomats can be found here.

You can choose the legacy you think is most appropriate, or you can roll randomly. If you choose to roll, a modified Keth Legacy table is included here. Legacies marked with an asterisk can be found in the *Klingon Empire Core Rulebook* and used as written.

d20 Roll	Keth Legacy
1-2	Leaders*
3-4	Warriors*
5-6	Spacefarers*
7-8	Engineers*
9-10	Scientists*
11-12	Physicians*
13-14	Merchants
15-16	Spies
17-18	Diplomats
19-20	Roll Again



MERCHANTS

Your clan has spent generations developing partnerships, dealing with other clans and interests, to provide the essential resources Andoria needs to survive. Even in the modern age of new and changing economic principles, your keth has mastered the art of the deal.

DISCIPLINE: Members of this keth are masters of negotiation and social interaction, and add 1 to Command.

FOCUS: Example focuses for this keth are: *Appraisal, Asset Management, Business Administration, Composure, Diplomacy, Economics, Finances, Law, Mental Discipline, Negotiation.*

TALENT: Characters from this keth may select the Business Savvy and I Know Things talents, described below.

BUSINESS SAVVY

Requirement: Member of <keth>

When engaged in negotiations or other Social Conflict that would further the goals or business of the keth, you may spend 1 Momentum during a Task to re-roll your dice pool.

I KNOW THINGS

Requirement: Member of <keth>

Your keth is well-connected, with an extensive information-gathering network; you have access to a lot of knowledge about a lot of subjects. For any Task associated with the keth's business, you may add a d20 to your dice pool.

SPIES

Not everyone serves Andoria openly. Sometimes, covert operations must be taken to make sure that the Andorian people are kept safe and secure. Your clan has taken an active part in these operations, whether other clans know it or not.

DISCIPLINE: Members of this keth are skilled in many aspects of spycraft; as a result, they add 1 to Security.

FOCUS: Example focuses for this keth are: *Composure, Computer Operations, Disguise, Espionage, Hacking, Infiltration, Interrogation, Mental Discipline, Survival.*

TALENT: Characters from this keth may select the Friendly Face and Staying In the Shadows talents, described below.

FRIENDLY FACE

Requirement: Member of <keth>

You're easy to talk to, and people are comfortable around you. It's easier for comfortable people to slip up and reveal secrets. When using Insight to gain another's trust or extract a secret from someone, you reduce the Difficulty of the task by 1 (minimum 0).

STAYING IN THE SHADOWS

Requirement: Member of <keth>

You're trained in undercover operations and stealth. When attempting to remain hidden or unnoticed, you may add one Threat to increase the Difficulty of enemy Tasks to detect you by one for the rest of the current Scene.

DIPLOMATS

Combat doesn't always involve phasers, or daggers in dueling rings. Sometimes it's a conference room, with sharp words bandied about a negotiating table. Everybody wants something, and nobody wants to give up anything, but your clan has spent years, perhaps even generations, making both sides at a negotiation feel as if they've won.

DISCIPLINE: Members of this keth are trained in all manner of social interaction. They add 1 to Command.

FOCUS: Example focuses for this keth are: *Composure, Cultural Flexibility, Debate, Diplomacy, History, Law, Negotiation, Oratory, Politics.*

TALENT: Characters from this keth may select the Inscrutable and Power Player talents, described below.

INSCRUTABLE

Requirement: Member of <keth>

Your keth teaches the finer points of social interaction, and you are trained to reveal as little as possible. Whenever you are engaged in a Social Conflict, you have the "Inscrutable" Advantage on all tasks related to the Social Conflict until you fail a Composure task.

POWER PLAYER

Requirement: Member of <keth>

You've learned how to manipulate bureaucracies, and you know the right people to approach to get things done. When dealing with government functionaries, you may add a free d20 to your dice pool.

KETH TEMPERAMENT

Use the House Temperament rules in the *Klingon Empire Core Rulebook*, pp. 140-1, as written. You can either choose a temperament to reflect the specific Attribute combination you think appropriate for the keth you're trying to build, or you can roll randomly on the House Temperament table.

EXAMPLE

Creating an Andorian keth is the same process as building a Klingon Great House, though some things have to be a little more broadly interpreted to account for the differences in source material. Here, we're going to build my version of keth Dovoró from *Among the Clans*.

In terms of keth status, I'm much less concerned about what the name of the status implies as I am about the bonuses they give. Most of the named Andorian keths are old and well-established, but some of the "new" statuses might offer more appropriate bonuses; don't be afraid to grab what you think is right.

In the case of keth Dovoró, the best choice for me was Iconoclasts. It gives them a boost to Control and Reason, which seemed appropriate for high-powered merchants. It also gives a hit to Reputation; I almost ignored this but then I remembered that the source material also says that they have a reputation as drunkards and carousers that may only be partially false. With that in mind, a penalty to the keth's Reputation actually kind of makes sense.

Moving on to the keth's legacy, it's obvious that we need to use the expanded options here. They're merchants, which gives a bonus to Command and a number of possible Focuses. To maintain the flavor of the keth from the source material, I've narrowed down the list a little bit, and added in possible Focuses for their skills in mathematics and partying.

Next is the keth's temperament. Again, with this step for the established keths from Last Unicorn and Decipher material, it's less important to match the actual description than it is to get the proper bonuses for the feel you're looking for. Unlike the statuses, though, the temperaments often match up a little better.

In the case of keth Dovoró, the Thoughtful and Introspective temperament actually fits my perception of the keth as presented in the source material. It doubles down on Control and Reason, but that fits, too.

Finally, the keth's Influence, Might, and Wealth should be calculated. My sense of this particular clan was always that they cared more for money than direct influence, and not very much at all for direct military power, so I allocated points accordingly.

The stats for my version of keth Dovoró appear below.

KETH DOVORÓ

REPUTATION: 2

INFLUENCE: 8

MIGHT: 6

WEALTH: 10

KETH STATUS: Iconoclasts

- +1 Control and +1 Reason
- Value

KETH LEGACY: Merchants

- +1 Command
- Focus (Business Administration, Carousing, Economics, Mathematics, Negotiation, Streetwise)
- Talent
 - Keth Talent: Business Savvy
 - Keth Talent: I Know Things

KETH TEMPERAMENT: Thoughtful and Introspective

- +1 Control and +1 Reason
- +1 to Discipline of your choice

