

# S.S. *Latinum Dust* Light Transport

## Production Data

Class: *Franchise* Class Scoutship

Origin: Ferengi Union

Entered Service: 2371

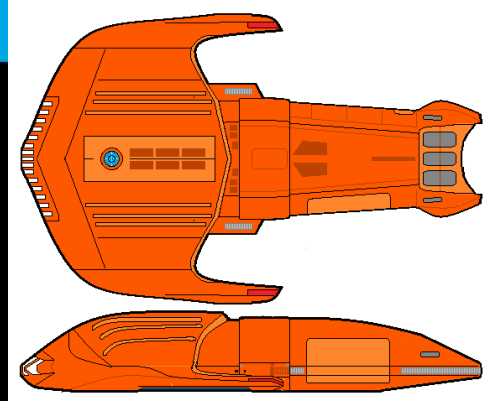
Mission Profile: Interstellar Trade (

Atmosphere Capable: Yes

Crew: 1 or 2 (four passengers )

Dimensions: 28/15/8 meters, 1 deck.

Cruising/Maximum/Emergency Speed: 6/6.2/7



## Attributes

Communications 5

Sensors 8

Computers 5

Structure 5

Engines 9

Weapons 4

## Departments

Command 2    Engineering 2

Conn 3    Science 2

Security 2    Medicine 1

Scale: 2    Resistance: 2    Power: 4    Refits: 2

Crew Support: 0

Combat

Weapons and Attacks:

Shields: 3

Phaser Cannon; (Close, 6▲), Versatile 2  
Tractor Beam: Strength 3

## Talents:

**High-Resolution Sensors-** The vessel's sensors can gain large amounts of accurate data (especially when operating in "passive" mode). While the vessel is not in combat, any successful Task that is assisted by the ship's Sensors gains one bonus Momentum.

**Rugged Design-** The *Franchise* Class is built around a robust, durable, and adaptable fuselage, which allows for easy repairs and modifications. Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.

**Traits:** Ferengi Starship, Small Craft.

The *Latinum Dust* is a custom-modified scoutship made of the best materials and equipment her owner could beg, borrow, or steal. Small, but fast and rugged, she's designed to be the ideal smuggler. Fitted with a state-of-the-art sensor suite and top-of-the-line engines, the *Latinum Dust* has allowed Frump to skip between the Federation and the Romulan Empire in pursuit of his next "find".

# Frump

(Notable NPC)

Canny and cowardly, Frump is a Ferengi smuggler, an information broker, antiques dealer, and- above all- a thief, and a liar. He is willing to do most anything to line his pockets, so long as the neck he risks isn't his own.

For the last several years, Frump has been illegally acquiring and selling Debrune and other proto-Vulcan artifacts in violation of both Federation and Romulan law.

Knowing that there is a good market for such merchandise, Frump has been raiding Debrune dig sites and smuggling his finds to buyers on both sides of the Neutral Zone.



**Age:** 34    **Species:** Ferengi    **Gender:** Male    **Eyes:** Brown    **Hair:** None

## Attributes

**Control** 9  
**Daring** 8  
**Fitness** 9

**Insight** 11  
**Presence** 8  
**Reason** 9

## Disciplines

**Command** 3    **Security** 2  
**Conn** 2    **Science** -  
**Engineering** 1    **Medicine** 1

**Focuses:** Bargain, Disruptor, Proto-Vulcan Antiquities

**Species and Traits:** Ferengi

## Values:

**“Opportunity plus instinct equals profit”:** Setting aside such foolish notions as “legality”, “morality”, and “scientific integrity”, Frump is doing what any good Ferengi should be doing: answering a need in the market place and providing his customers with excellent value for their hard-earned latinum. After all, it's not *HIS* fault that these now-extinct societies left their artifacts lying around where just anyone could find them...

## Talents:

Every Man Has His Price- The character gains a bonus die whenever engaged in Social Conflict where the opponent can be bribed, bought, or otherwise enticed by monetary gain.

## Combat

**Stress:** 11

## Weapons and Attacks:

Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal  
Ferengi Disruptor Pistol; Ranged, 5▲, Size 1, Vicious 1