

# RPGGamer.org Star Trek / Klingon Ambassador, Kolos

## Kolos' Life & Family

Kolos is the Klingon Ambassador to the Grakka and captain of his bird of prey B'rel-class Scout ship the I.K.S. cha'blp. He is a paragon of a Klingon warrior, with great belief in Klingon honor particularly his own.

## Kolos

"Given enough time, any man may master the physical. With enough knowledge, any man may become wise. It is the true warrior who can master both....and surpass the result."

Name: Kolos

Rank: Klingon Captain

Species: Klingon

Position: Ambassador

## ATTRIBUTES

Fitness: 6 [6]

Strength: +1

Vitality: +1

Coordination: 4 [5]

Dexterity:

Reaction: +1

Intellect: 3 [5]

Logic:

Perception:

Presence: 4 [6]

Empathy:

Willpower: +1

Psi: 0 [0]

Focus:

Range:

## SKILLS

Athletics (Climbing) 1 [3]

Command (Starship Command) 2 [3]

Computer (Research) 3 [4]

Culture (Human) 1 [4]  
Culture (Klingon) [5]  
Diplomacy (Intergalactic Affairs) 2 [4]  
Dodge 4  
Energy Weapon (Disruptor) 2 [5]  
History (Klingon) 2 [5]  
Language (Federation Standard) 4  
Language (Klingon) 5  
Law (Klingon) [4]  
Personal Equipment (Tricorder) 1 [5]  
Planetary Sciences (Geology) 1 [3]  
Planetside Survival (Desert) 1 [2]  
Primitive Weaponry (Bat'leth) 4 [5]  
Primitive Weaponry (D'k tagh) [5]  
Primitive Weaponry (Mek'leth) [6]  
Security (Security Systems) 5 [6]  
Shipboard Systems (Flight Control) 3 [4]  
Shipboard Systems (Sensors) [4]  
Shipboard Systems (Tactical) [4]  
Space Sciences (Astrogation) 1 [3]  
Starship Tactics (Klingon) 2 [3]  
Social Sciences (Political Science) 2 [3]  
Systems Engineering (Security Systems)  
Unarmed Combat (Mok'bara) 4 [6]  
Vehicle Operations (Shuttlecraft) 1 [4]  
World Knowledge (Qo'noS) 3 [4]

#### ADVANTAGES/DISADVANTAGES

Athletic Ability +2  
High Pain Threshold +2  
Organ Redundancy (brak'lul) +2  
Promotion (KDF Captain) +5  
Code of Honour (Klingon Code) -4  
Rival (Karlott, Klingon Warrior) -2

COURAGE: 6

RENOWN: 53

Aggression: 13    Discipline: 12    Initiative: 9  
Openness: 7      Skill: 12

WOUND LEVELS: 7/7/7/7/7/7/7/0

Standard Equipment:

Disruptor

Settings: 1-16 Range: 5/20/50/100

Size: 25 cm long Mass: 0.7 kg Energy: 1,500 charges

D'k tagh

Size: 50 cm long Mass: 1 kg Accuracy: 8 Block: +2 Damage: 3+2d6

Mek'leth

Size: 70 cm long Mass: 2.5 kg Accuracy: 7 Block: +2 Damage: 5+2d6

Traditional Klingon Battle Armour (+2 physical, +1 energy protection)

Bat'leth

Size: 116 cm long Mass: 5.3 kg Accuracy: 9 Block: +2 Damage: 5+2d6

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