

Star Trek created by Gene Roddenberry, Jump by Aehriman

What is a Klingon?

The question has been asked… not an awful lot. The answer would inevitably be 'a warrior.'

It was… not always so. Kahless the Unforgettable forged the Klingons into one people with his prowess in battle and keen insight, laying out the most basic tenets of Klingon culture and religion. Then the aliens came, the *Hurq'*, and enslaved the Klingons until they mastered the spacefaring technology of their oppressors and exterminated them to the last screaming infant, and found themselves a people with a steel age culture, focused on prowess in battle, honor and glory, but the means to an interstellar Empire.

An anthropologist might question how much continuity of history and culture really exists across generations of slavery, and if the Klingons might have over-mythologized their history. But anthropologists tend to not be great fighters and in the Klingon Empire, the smart ones keep their mouths firmly shut.

You must survive ten years as one of the galaxy's greatest warrior peoples. Have 1,000 Klingon Points (kp) to start.



STARDATE & LOCATION

Anywhere in the Empire, at any point after Klingons obtained warp travel. Or about the start of the Second Dynasty, as Klingons measure history.

AGE & SEX

Whatever you like.

SKILLS

You may take up to four 100 kp skills for free, and discount two 200 kp skills.

Klingon (-0 kp)
You are a Klingon. You might look like a human with a big ridged forehead, but you are not. As a Klingon you possess the strength of three humans, and vastly more stamina. You have twenty-three ribs forming a honeycomb lattice, three lungs, two livers, two independent urinary tracts, an eight-chambered heart, multiple stomachs and even most of your nervous system has a full redundancy, a quality called brak'lul for surviving huge amounts of trauma. If male, you have four testicles. Your sense of smell is superhuman, comparable to some of the best Terran canines.
Klingons can live to be 150, and usually remain active until the final year or two of life.

Klingon Bonus (-100 kp)
According to the creators of *Discovery* the hairless Klingons we see in that show have the ability to sense heat, like a pit viper, and this is why they have no hair despite the established importance of hair and beards to Klingon culture. The creators of *Picard* say T'kuvma and the other Discovery Klingons are part of a distinct ethnic group. Whatever, you can have the heat-sensing ability, the stunning good looks of a space orc are optional.



Kortar (-100 kp)
In myth, the first Klingon. In truth, you are atavistic, a throwback to a time in Klingon history when your people were huge and powerful, covered in armor, and spat venom from special mouth-sacs.

Choose Your Pain (-100 kp)
Your ability to endure suffering is most impressive, even for a klingon, and married to an unstoppable force of will. Like Worf, who suffered many defeats over the years, your enemies may kill you, but they will never break you.

Into the Forest I Go (-100 kp)
A warrior is nothing without courage. You can rise to face any challenge, no matter how hopeless. You do not dither in indecision when things go wrong, don't freeze or panic, but act with deliberation.

Way of the Warrior (-100 kp)



You are a well-trained and seasoned melee fighter, as all who call themselves Klingons ought to be. You understand the Heart of Virtue, the symbol Kahless selected for his house and later the Empire and its three blades representing honor, duty and loyalty, and the importance of each. Klingons can be a very spiritual people, which most miss because their faith is so violent.

A Matter of Honor (-100 kp)

Questions of honor are sometimes simple, and sometimes complex. You have a deft hand for arranging matters so no one feels slighted or ashamed of having to carry out a vital, but inglorious, duty such as guarding the homeworld. Or deescalating personal matters before a duel or a blood-feud breaks out.

Code of Honor (-100 kp)

You have a code, a core to your identity and shall not deviate. Neither pressure from your peers, or exotic alien telepathic illusions or brainwashing, can make you break your code. Nor will you ever do so accidentally without a prickle of instinct warning you that you will soon cross a line.

Cha'DIch (-100 kp)

A Klingon who cannot fight for themselves, whether for age, infirmity or being accused of a capital crime requires a champion, or Cha'DIch. You are far more capable when fighting on behalf of others, the downtrodden, dishonored or dispossessed. Those you assist will generally find some way to repay you. You also have good investigative skills.

Klingon Art of War (-100 kp)
Mastery of terrain and weather are important for a commander, even in space where a nebula or a black hole can provide cover or anchor a formation. You are masterful in exploiting nature's opportunity, and shifting or unpredictable circumstances always seem to favor you over your enemies.

Judgement (-100 kp)
Much honor and glory attend the warriors of the Empire. Much less for the physicians, lawyers, engineers, scientists, farmers, and other non-combat castes who keep the Empire running in the day to day. For each purchase, you may gain the skills of a professional in a field unrelated to glorious battle.

A Private Little War (-100 kp)
The humans have a saying, "an eye for an eye makes the whole world blind." The Klingons have a saying "Not if I blind you first!" In each vendetta, you have a solid instinct for how far you can escalate matters before others get involved, and when it's a good idea to back off or to score the quick win and present your victory as *fait accompli.* An important skill when disputes between houses can so easily rise to become the business of the High Council.

Reunion (-100 kp)
Well, it IS a small galaxy! You tend to keep running into the same people, giving you opportunities for deep and lasting friendships. Or, if an enemy is fortunate enough to escape you once, you can be confident they will find their way within your arm's reach again. How delightful.

Rightful Heir (-100 kp)
Before entering any Jump, you may choose one historic/mythic figure to be a direct descendant of. This may amount to nothing more than bragging rights, it may allow some of their legacy to be accessible to you.

Soldiers of The Empire (-100 kp)
You can train warriors with the best of them, instilling the discipline to be more than glory-hounds, but functional units in a modern military.

Sons of Mogh (-100 kp)
You may insert as a particular notable Klingon if you so wish. In future Jumps you may replace the characters of your choice, if you have the appropriate origin.

Storyteller (-100 kp)
The Klingons have a rich oral and musical tradition, and love a good yarn. As such, the wandering storyteller is accorded some honor. You have a perfect memory, and know most common stories and songs. You also have a fine set of pipes if you want to bust out a few airs from *Aktuh & Maylota.*

The Broken Circle (-100 kp)
You are a very cunning and creative tactician, though not all Klingons see the value in your unorthodox methods. As such, you're also a lot harder to deceive, with a curious mind that probes at the things that don't quite fit.

The Emissary (-100 kp)
Klingon diplomacy may be somewhat lackluster compared to the Federation, but it exists. You are trusted by your superiors to negotiate and handle delicate matters on their behalf. You are skilled in navigating the esoteric ways of both romance and faith.

The Vulcan Hello (-100 kp)
The Vulcans learned a long time ago to fire on the Klingons as a show of strength and respect, and clear out, to be left alone. You have learned to gauge the strength of others and to communicate through what would look like brute violence to others.

Timekeeper (-100 kp)
There is an order of Klingon monks who protect the timeline. Mostly by decapitating time-travelers before they have time to say or do anything clever/stupid. Long exposure to the time crystals of Boreth has solidified your presence in the timestream. No matter what changes are made to history, you will still exist, and you will remember how things were supposed to be. Now what will you do about it, warrior?

Vox in Excelso (-100 kp)
You're great at speaking, Klingon style. You have the nerve, the skill to be a great orator. You also don't lose your cool in the other direction, you never lose your temper and make a mistake. Rather, rage sharpens your focus.

Will You Take My Hand? (-100 kp)
One advantage to hailing from an honor-obsessed warrior race is that people tend to assume you're honorable and trustworthy until and unless you prove otherwise. For some reason this trait is exaggerated in you, to the point that people will still be willing to take a chance on trusting you after an assassination attempt or two.

Apocalypse Rising (-200 kp)
You know a true warrior when you look them in the eye, can anticipate their moves to an extent. More importantly, you can tell when a Klingon is a fraud, lacking in courage and honor. No tang-livered Changeling can pass themselves as a true Klingon in your presence, you will know the difference.

Birthright (-200 kp)
Your perks and powers, such as you wish and whichever ones you select, become inheritable. More than that, some of your character, your ethos is imparted as well. Your children may grow up far away in a different culture and still feel a longing, something they know they're meant to be.

Dahar (-200 kp)
Following the example of Biroq, the hero of Ty'Gokor, a Dahar Master is one who has achieved the status of a legendary warrior, one who may engage outnumbered ten to one with confidence of victory. Not only are you so capable, on the ground, in space, with tactical command, but the legend of your deeds spreads far and wide.

The First Klingons Killed Their Gods (-200 kp)
Your faith in yourself and your blade is so great, you can even wound those who should be ascended beyond such things, like the Q or the hated Organians. Their powers are less effective against you, still enough to have a fighting chance, but not so absolute you cannot emerge victorious if clever and determined enough.

Tacking Into The Wind (-200 kp)
For all the Klingons love to talk about honor, their politics are incredibly corrupt. But it's not like you can call out and duel every self-serving asshole… or can you? You find duels to be a most effective way of getting things done, opponents are shamed if they dodge your challenge, rendered politically and reputationally impotent. Those matters you settle on the field of honor tend to remain settled, and the example ripples outwards, living in the fears of those who would repeat the same offenses.

To Sto'vo'kor! (-200 kp)
No warrior wishes to die in bed, or be slaughtered before felling even one foe. This spirit seems to infuse you and those under command. You strike much harder, deal greater damage, as if even your disruptors and blades fear to die without tasting blood. And with this boosting every warrior under command, you can achieve fearsome results indeed.

Day of the Dove (-600 kp)
You have discovered the powers of the Beta XIIA Entity, called (*) in some media. You are sustained and empowered by violence and can feed that energy back to perpetuate combat. Your allies rise from the grave to fight and kill and die for you over and over, as many times as you like, their hearts stoked to a frenzy of rage. You can conjure weapons to aid in the slaughter. Indeed, like the Stone of Gol, the only way to stop you is for peace to break out, but how likely is that? Rip and tear, warrior, until it is done.



WEAPONS

You may discount one Item per price point. Discounted 100 kp items are free.

Melee Weapon (-100 kp)
There's a dizzying number, from the great honor sword of the Bat'leth, to the mek'leth, something that's just a bastard sword, and at least three varieties of dagger. You have a trusty blade that never breaks, never needs cleaning or oiling, and is always available when needed.

Disruptor (-100 kp)
Glorious melee is a thing, but sometimes you just need to disintegrate a guy. This energy pistol is good for that.

Pain Stick (-100 kp)
It's a stick... that hurts whatever you touch with the prongs. Enduring several is part of a vital Klingon ritual.



Targ (-100 kp)
A faithful pet and hunting hound, with some porcine features. Is a very good boy/girl.

Warrior Stew (-100 kp)
In Klingon culture there's a particular stew that is eaten only by those who have proved themselves in battle. Honestly, it's *really* spicy and the meat is kinda gamey, but you don't eat warrior stew for the flavor, but for *validation*. Those you share this stew with will know that you respect their prowess and competence, and it helps to forge lifelong bonds.

Warrior's Drink (-100 kp)
There are three iconic drinks associated with the Klingons. Raktajino, the klingon coffee, will most certainly wake you up. Bloodwine, can't recommend the taste, but it's strong stuff. And.. prune juice is... good for digestion? Have a keg that never runs out, by twirling the heart of virtue on top you can select one of these drinks.

Money (-100/200 kp)
This is no socialist moneyless utopia, this is the Klingon Empire, and if you want drinks, you pay for the drinks! For 100 kp, you have something like the pension paid to old, distinguished warriors. You won't starve and will live in something like middle-class comfort, even afford a couple servants. For an extra hundred kp, you gain wealth equivalent to the head of one of the 24 Great Houses, who between them command virtually all the Klingon economy.

Mind-Scanner (-200 kp)

A device that downloads data from living brains, to arrive at the truth. Sadly, extremely disciplined minds like a Vulcan can resist the scanner, and used on anything but the very lowest level it scrambles brains and leaves the subject in a vegetative state, but omelettes and eggs and all that.

Position of Honor (-200 kp)
Since the days of Kahless there have always been two dozen Great Houses, even if the High Council had to uplift new ones to the old names to provide continuity. You are now head of a Great House, great lord among the Klingons and by default a member of the High Council, putting you front and center of Klingon politics, you're a major decision-maker now.
In future Jumps you may use this to secure a cabinet post or similar high social standing.

Time Crystal (-200 kp)
Used by the Timekeepers of Boreth, this green crystal gives you visions when touched. Things that were, things that are, things that could be, and some that have not yet come to pass. You have no particular control over what the crystals show you, but they tend to prioritize disruptive and foreign elements to history, alerting you to meddlers. Hooked up to a great power source and some kind of supercomputer, can be used to make a time machine.

Starship (-400 kp)
Any Klingon starship, from a tiny Bird-of-Prey or primitive D5 cruiser to the mighty *Vor'cha* and *Negh'var* type ship. Just be aware, while Starfleet builds a giant reactor and the most efficient warp engines they can before fitting a saucer on top with the science labs and crew quarters, Klingon starship designers prioritize cramming as much firepower as possible into the forward arc. Maneuvering is important, but that's alright, wounds on the back are a warrior's shame.

BLOOD - BROTHERS

Who could put a price on friendship?

Old Comrades - Bring any Companions with 800 kp to spend and the same discounts. Companions can take only purely personal BIj for more points.

New Friends - If you meet a worthy warrior and get along, or a band, of course they can come!



NOTABLE BATTLES

Klingon Academy:
You must attend the Advanced Command Seminar of General Chang, a brutal program designed to weed out the unfit until only the finest starship commanders remain. Though over 70% of your class will wash out, you must prove yourself in a simulated campaign against the Federation. Then, upon your graduation, Chancellor Lorak perishes and a three-way civil war will break out which you must survive. The High Council's candidate is Gorkon, the challenger Melkor, son of G'Iogh (with secret aid from the Romulans) and General Chang forms his own fleet as a spoiler, unwilling to support the treacherous Melkor or the peace-minded Gorkon, hoping to bring Melkor down himself and steal enough glory to block Gorkon's ascension.
Reward*:* For proving your ability at command, you gain your own squadron, half a dozen ships. You also get a curious invention which allows you to recreate images and audio even

aboard other ships and eavesdrop, though at this time the technology has a range of only fifty meters.

The Undiscovered Country:
Praxis blew up, and an era died. Qo'nos is in dire need of aid, which will detract directly from the fleet. Negotiations have opened with the hated Federation for an end to hostilities and foreign aid. However, a cabal most unhappy with these developments plots to undermine the peace and assassinate key figures in the Empire and the Federation. You must stop these honorless schemers, or should you be one yourself, see their plans to fruition.
Reward: Regardless of your chosen side, you gain a prototype Bird of Prey that can fire torpedoes while cloaked. If you assisted the peace process, gain a perk called **the Future** which allows you to inspire people and bring them together no matter their circumstances. If, on the other hand, you managed to get your war and conquer the Federation before it could exploit your people's weakness, gain a perk called **Death** which allows you to see which lynchpin figures need to die to effect the changes you want.

Redemption:
How many times will we see a civil war, with the Romulans backing one side? At least once more, it seems, as the House of Duras challenges the reign of Chancellor Gowron.
Reward: To keep the Romulans out of the war, the Federation deployed a tachyon detection grid at the border. It's not something that can be done at all times. However, you have a peerless instinct that tells you when there is a hidden mastermind or foreign backer, when seemingly unrelated disasters are actually the first steps of a hostile campaign.

The Sword of Kahless:
The alien Hur'q (which is, somewhat ironically, just Klingon for "alien") took the Sword of the legendary founder of the Empire, it turns out to the Gamma quadrant. Recover the blade, unite the Empire under your rule.
Reward: A legendary sword, and the entire Klingon Empire united behind their Emperor and ready to make your foes tremble!

DISCO Inferno:
It will come to pass that during your stay, every processed and refined dilithium crystal shall shatter in the same few minutes. This is not a small problem, as the primary use of dilithium is to regulate matter-antimatter reactions. Every warp-capable starship will explode. Every space or ground-based reactor, claiming billions of lives across the length and breadth of the Empire, but Qo'nos will be hit the worst, worse even then the disaster of Praxis. You have three weeks to organize an evacuation, with only what you can salvage or build. The government is gone, and even Starfleet is too busy tending their own dead to render aid. In this hour, if anything is to be saved of the Klingon people, you must be the one to do it.
Reward: You are the savior of the Klingon people, and will be so honored with whatever your brethren can spare for your adventures. In triage, you learn to quickly sort the already dying or dead, from non-life-threatening injuries, from those who can be saved. Likewise, you now understand at all times who you can save and who you cannot, sparing yourself hesitation in the moment or guilt for years to come.



EXPERIENCE BIJ!

Beyond (+0 kp)
It is a large and strange universe. Perhaps you wish to experience the Mirror Universe, or the so-called Kelvinverse? Perhaps you would even like to visit a Star Trek fanfiction or

supplement this Jump to another? Bah! Very well then, feel free. What world wouldn't be improved, by being made a little more Klingon?

Affliction (+100 kp)
There is a group of Klingons, the Unhappy Ones, who following a plague created by an attempt at genetic tinkering, had to be treated with the DNA of Jonathan Archer and for a couple generations looked… human. Others, like Darvin and Voq, were surgically altered for infiltration purposes. You look human. This may be a comfort for those of you who came from Earth originally, but expect to be the victim of derision, mockery and suspicion from your fellow Klingons.

Barge of the Dead (+100 kp)
You are tormented by nightmares that you are unworthy, incapable, unwanted. You can silence these dreams only when you can offer proof of great and worthy feats of arms.

Long-Lived Species (+100 kp)
You can spend an extra decade here for each purchase. You may purchase this up to nine times.

Looking For Par'mach In All The Wrong Places (+100 kp)
The Klingon Jump is an… odd choice for seeking romance. So be it, you become easily besotted but will never have a successful relationship during your stay here.

Something To Remember Them By (+100 kp)
Like many of the greatest klingon warriors, you are down one eye, or possibly a limb. This may lessen your effectiveness in battle, though hopefully you've gained some wisdom by it. This may be taken multiple times.

True BIj (+100 kp)
"BIj" is Klingon for "suffering" and by taking this you will suffer countless small indignities, as if the cursed gods of this universe were writers determined to make you slapstick

comedic relief. You will bang your head and shins often, you will do pratfalls. You will suffer indignities heaped upon indignities, probably involving chickens at some point.

Blood Oath (+200 kp)
Whether you were drunk, foolish, or it just seemed like a good idea at the time, you have publicly sworn a terribly inconvenient oath. Service to a doomed cause, fealty to a lord who is far less great and worthy than they seemed, vengeance against a target who is nearly impossible to reach or who may be entirely innocent. There are severe social consequences to becoming an oathbreaker, but trying to fulfil the oath will be immensely troublesome at the least, making this a real dilemma. You may take this twice.

The House of Quark (+200 kp)
Your house stumbles from disaster to disaster. To call your family a pale shadow would be drastically underselling it, your name is a joke. If death and loss and financial ruin weren't bad enough, your head of house was killed by a most un-Klingon like alien who has assumed control. Expect to be mocked from one side of the Empire to the other for this ultimate humiliation.

Coward (+200 kp)
You are full of anxiety and fear. Perhaps, with great effort and something much greater than yourself on the line, you may overcome this and discover true courage. And perhaps not.

The Trouble With Tribbles (+200/300 kp)
Not the Federation, nor the Dominion, one of the most troublesome foes the Empire ever faced was this ecological nightmare. Screeching puffballs that can self-fertilize, eat anything, and birth an average litter of ten every twelve hours. Meaning the time from one tribble to a million is just three days. Every year or two during your stay, you will be confronted with these tiny terrors.

For a bonus 100 kp, once during your stay you will face the masterwork of Dr. K'ruvang, who genetically modified 2 meter, klingon-eating tribbles with very sharp teeth. Sometimes the best warriors know when it is time to run.

Disarmed (+300 kp)
You have no powers, no perks from previous Jumps to fall back on. Only your own courage and skills, but you do retain knowledge, and any perks from other Star Trek Jumps.

Disinherited (+300 kp)
Your (Ware)house has cast you out, and you must survive on your own wits and resources. But you can retain gear from previous Star Trek Jumps.

Sins of the Father (+300 kp)
You are the son/daughter of a traitor! You are discommended, barred from office, disgraced. Your name will live in infamy and it will take the most extraordinary of lengths for you to find redemption.

END

What now, warrior? The next adventure, settle here, or finally return home?