Ferengi Alliance



Star Trek created by Gene Roddenberry, Jump by Aehriman.

Who are the Alpha Quadrant's most successful entrepreneurs? The Ferengi.

Who takes to the stars with a song in their hearts and latinum in their eyes, to transport goods from where there's an excess to where they are sorely needed? The Ferengi.

Who has never fought a major interstellar war with a peer power? Also the Ferengi.

Yet somehow, they never get that much credit.

The Ferengi are a mercantile power, a hypercapitalistic society that prizes greed and business acumen above all and teaches that the rich get a paradise in the afterlife and the poor howling misery forever. The Ferengi Alliance is all too happy to be the middleman on any transaction between star nations that would be inconvenient or illegal if done directly. For the next seven years you shall live among them, one of them. Have **1,000 Latinum Points** (LP) as an initial investment.



AGE & SEX

You can change any of these things for free.
Sex in particular may be important as Ferengi are famously un-liberated in that way.

LOCATION

Like Starfleet, Ferengi range far from home in search of new markets and opportunities. You may start anywhere in the Alpha Quadrant.

TIME

The Ferengi have a written history going back almost ten thousand years. They weren't the Ferengi Alliance *until uniting to explore the stars, like humanity. But feel free to go to any point after the birth of Gint, the first Grand Nagus.*

ABILITIES

Greedy Space Goblin (Free!)
You are a Ferengi, after this Jump it's an alt form. Ferengi are orange, a bit shorter than average for Alpha Quadrant sapients, and have few physical advantages. Their hearing and sense of smell are significantly better than hew-mons. Their unique, four-lobed brain structure makes it extremely difficult (but not totally impossible) for telepaths to read their minds.
And, according to Roddenberry, the sexual prowess and size of Ferengi males puts other sapients to shame. The ears are also very sensitive and erogenous.



Acquisitions (-100 LP)
The Ferengi salvage code is terribly... forgiving in what it allows you to claim to have found. Including, occasionally, ships that are crewed and under power. You find nobody really minds you squatting in or using any old junk that was left unattended... sometimes including locked vehicles that were legally parked for less than an hour.

Bloodlines (-100 LP)
The 31st rule of Acquisition is "never insult a Ferengi's mother." At times people have tacked on "insult something he cares about instead" but this is... not the norm. Ferengi *do* have functioning family units and they *do* care. Consider this, then, a spot of

insurance. However bitter your business rivals and enemies, the idea of targeting your family, or taking them hostage, will simply never occur to them.

Business As Usual (-100 LP)
It's not, strictly, the Ferengi way, but you've learned that sometimes a good friend is worth more than immediate ROI. You're incredibly good at building up useful connections and repeat customers.

Dignity and an Empty Sack is Worth the Sack (-100 LP)
You have no shame whatsoever in groveling, or otherwise doing whatever you must to survive and secure a deal.

A Deal is a Deal (-100 LP)
One thing you can say about Ferengi, they'll try most anything to get ahead but their word is good once committed to a document, and sometimes even a handshake. People you do business with will scrupulously uphold any deal or contract until and unless you violate the agreement first.

Expand or Die (-100 LP)
In a hypercapitalist society, you can never stand still. Each quarter must be more profitable than the last. Fortunately, you are blessed in all matters relating to franchising. Prime real estate and cheap construction contracts all but fall into your lap, and quality is maintained across your businesses, even those just leasing the name.

False Profits (-100 LP)
The 109th Rule states that Faith moves mountains… of inventory. You know how to whip up a religious fervor and exploit it. Just always have an escape plan ready, because once religious purity tests start, they take on a life of their own.

First Con-tact (-100 LP)
Selling something worthless for a huge profit is quite the coup, to a Ferengi. But when the entire planet runs on caveat emptor, there's a lot more sharp minded businessmen than suckers and rubes. You're glib and clever enough to survive as a professional con artist on Ferenginar anyways, and the experience has made you sublimely skilled by the standards of the wider galaxy.

Hear All, Trust Nothing (-100 LP)
You are plugged into the news, and gossip. You have an ear for what reports are likely false and find it easy to monitor or search through vast amounts of data to find what you need, and check the veracity of what you're heard. You could make a good living as just an information broker.

The House of Quark (-100 LP)
Under Klingon law, when you slay a foe in battle, their possessions become yours. Even a vast fortune, a noble title, and a wife, as Quark found out when he accidentally killed a drunken Klingon who drew a knife on him. People are weirdly okay with this kind of right of conquest stuff when you do it.

How Much For Just The Planet? (-100 LP)
The 98th rule teaches that every man has a price. You're really good at judging what someone is willing to pay, when they're holding back in a negotiation. And who can be bribed and for how much.

It Never Hurts To Suck Up To The Boss (-100 LP)
In any society with a hierarchy, unless you are at the absolute top of the social pyramid, you're gonna have to deal with bosses. You are most skilled in flattery, deflecting attention and blame, and steering anyone nominally in charge of you into making the correct conclusions and believing it was all their idea.

The Magnificent Ferengi (-100 LP)
The Ferengi are not widely known for their martial prowess, despite a couple really good showings in notable battles. The few who do really take to combat generally become assassins called Eliminators, and are considered violent psychopaths by most Ferengi. Whatever their opinion, you have the training and experiences of a veteran commando. You are especially good as a sniper.

Maker (-100 LP)
Not every Ferengi is or can be all about the business, all the time. Dr. Reygas was a skilled inventor, and Rom became a gifted engineer. Bringing a new product to market can be extremely profitable. Each time you take this, you can gain an equivalent talent in the non-business field of your choice.

Ménage à Troi (-100 LP)
You can manage to keep a small stable of lovers and sweethearts. They will never get jealous or feel you aren't spending enough time with them.

The Perfect Mate (-100 LP)
You're incredibly good looking, by Ferengi standards, anyways. Suave, a charmer. You can easily seduce most anyone interested in your sex, and never disappoint in the bedroom, living up to all Gene Roddenberry's hype.

The Price (-100 LP)
Never pay more for an acquisition than you have to. You have a keen and faultless instinct for precisely valuing goods, what they might be worth to you, to someone else.

You are never going to get conned into a hold or worthless goods or an unstable wormhole.

Profit And Lace (-100 LP)
The Ferengi are, to be frank, the most misogynistic of the Alpha Quadrant major cultures we've seen, forbidding their women from business, property and even clothing. You are the exception to such prejudices, mores about sex, race and caste are never used against you.

Profit and Loss (-100 LP)
You're very good at spreading rumors, stirring the pot, causing confusion and distress in your business rivals, and distractions from whatever under-handed schemes you're cooking up.

Sleep Can Interfere With Business (-100 LP)
Normally, pulling all-nighters is a good way to be off your game in negotiations, but you can just go without sleep indefinitely without losing a step, letting you cram in much more crunch time.

Small Print Leads to Large Risk (-100 LP)
You are a master of contract law, being fully cognizant of the many traps and loopholes possible in agreements between Ferengi and others, how to avoid these snares, or set them yourself.

Invisible Hand (-200 LP)
Untz the Invisible is a controversial figure in Ferengi history, a Grand Nagus so focused on precise market manipulation he never made a single public appearance in his seventy year reign. There are some Ferengi who believe that Untz never existed, and others who believe he never died but controls the interstellar markets from behind the scenes to this day. Whatever the truth, you have his light touch, the ability to make transactions totally traceless.

Legend of the Ferengi (-200 LP)
Whether or not you have the staff of the Grand Nagus, you have the skills, the lobes for business. You can see opportunities others miss, pull off brilliant financial and boardroom coups, handily steer your company through war and peace and depressions and hostile takeover attempts without breaking a sweat.

Treachery, Faith and the Great River (-200 LP)
The Ferengi aren't well known for being religious, but they are, in a weirdly materialistic way where amassing riches in life translates to a better pick of reincarnation. Ferengi believe in the Great Material Consortium and the Great River,

carrying things from where they are in excess to where they are needed. Mastering the currents of the River brings prosperity. You have mastered these currents, you're a fantastic trader who can find a market for any good, customers for any service, and a way to turn a profit on any trip.



ITEMS

Have +200 LP just for this section, and discount two items each worth 100 and 200 LP. Discounted 100 LP items are free.

Anthem of Unfettered Profit (Free)
The one song so fundamental to what it means to be a Ferengi, that it's public domain.

Body Parts (Free) Ferengi funerals are weird to outsiders, the deceased's remains are vacuum-desiccated and auctioned off in colorful discs as collectibles to raise a final profit. Some Ferengi will pay top dollar for the remains of particularly famous or savvy businessmen. You have a small, respectable collection you can keep for inspiration or pawn off if you need to.



Gold (Free)
Once a sacred metal to the Ferengi, in the space age this is just worthless. Have a huge crate of gold bars, I dunno, maybe you can find a use for it in a future Jump.

Universal Translator (Free) An implant in your ear that can translate any language in real time. Priceless for doing business offworld.

The Rules of Acquisition (Free/-100 LP)
The 285+ rules that govern every aspect of Ferengi culture. For free, you get the basics in a cheaply bound pamphlet. For 100 LP, the complete set in gold tablets, annotated, signed by the Grand Nagus, with all forty-seven commentaries, nine hundred major and minor judgements, and ten thousand considered opinions, just to be sure the rules really cover every conceivable edge case.

Business License (-100 LP)

No Ferengi will patronize any business without a license from the FCA. Fortunately, it seems your paperwork is all in order. In this and future Jumps, no one will question your legitimate, or grey, businesses.

Family Business (-100 LP)
You own a small business with a dozen employees or less. Maybe a bar, or a one-ship salvage operation. It won't make you rich, but will provide a small, tidy profit with minimal involvement from you.

Metaphasic Shield (-100 LP)
Ferengi scientists *do* exist, and one Dr. Reygas created this. A shield that allows a starship to dive into a star's corona unharmed. Even the most radioactive and unstable stars on record. This is kind of a limited use case, there's not much you can do with it but science and maybe hiding. But it is very cool.

Plasma Whip (-100 LP)
The Ferengi were introduced with these cool stun weapons that were distinctive if nothing else. But since they're a little impractical we'll throw in a basic Ferengi energy pistol and rifle as well.

Sharp-Dressed Man (-100 LP)
Never trust a man wearing a better suit than your own. The Ferengi tend to enjoy multi-layered, textured and tailored suits which say a lot about their relative wealth and status. Have a large wardrobe of suits for all classes and occasions, and some dresses and robes too.

Slug-O-Cola (-100 LP)
The premier soda pop brand of Ferenginar will send you a case every week.

Writ of Accountability (-100 LP)
You have a dozen pre-made Writs, replenishing monthly. These are posted on the wall of a business just before a Ferengi Commerce Association audit. By posting these on the walls of a rival's business, you can subject them to such a thorough examination of their finances.

Money (-100/200/300 LP)
The thing all Ferengi strive for, cold hard latinum. Or local currency for your part of the galaxy, updates in future Jumps. This Jump, more than any other, isn't a charity. 100 LP will get you a solid, middle-class passive income. 200 to have wealth on the level that would qualify you as working-rich. 300 LP, however, will see you catapulted to the ranks of the top 0.01% in this and all future settings.

DaiMon (-200 LP)

You are now a DaiMon, the hew-mons tend to translate this rank as 'captain' and indeed, you will frequently see DaiMons commanding starships or leading trading outposts. But more accurately, a DaiMon is an agent of the Alliance government empowered to act independently and negotiate deals on behalf of the Alliance. This status is easily lost if the government believes you have abused it, defrauded them, or just made a couple bad deals.
In future Jumps, you may choose a government to act as plenipotentiary of.

The Emperor's Cloak (-200 LP)
Not a technology generally associated with the Ferengi, but you have a working cloaking device. Not just any cloak, but the latest Romulan model, something like twelfth generation with a lot of the bugs worked out. It doesn't restrict warp speed, or have a detectable neutrino signature or visible hazing at close ranges.

Thought-Maker (-200 LP)
Telepathic technology is rare, and the Federation in particular takes a dim view of this device, an orb that can implant thoughts in a person's brain. For complex uses this can take hours or days, and cause profound headaches and brain fog in the victims. But a little subliminal advertising can be unobtrusive and go a long way.

Starship (-400 LP)
A ship of your very own. Most Ferengi favor the *D'Kora* Marauder, a ship that can match the hew-mon *Galaxy* class in combat while having a lot more cargo space. But feel free to take any ship from any era a Ferengi could conceivably buy.

Tower of Commerce (-600 LP)
A forty-story building overlooking the Sacred Marketplace (also included) and the center of Ferengi culture, religion, commerce and government. Home to the offices of the Grand Nagus, Ferengi Commerce Association, Ferengi Gaming Commission, and Health Commission. The stairs are steep, and it costs seven strips of latinum to use the turbolift.
Besides affording you a truly impressive army of accountants, auditors and lawyers, in future worlds you can import this as *the* international bank, market, clearing house and stock exchange, all of which you can skim off of, monitor and control.

Tox Uthat (-600 LP)
A crystal disc resembling nothing so much as a tacky drink coaster, the *tox uthat* is actually a Quantum Phase Inhibitor developed in the distant future and buried on Risa in the distant past. What's a quantum phase inhibitor? Well, it prevents certain interactions and reactions between atoms, namely nuclear fission, fusion, and

matter-antimatter annihilation. This device can depower any starship, or even destroy a sun, just point and click. What do you think such a thing is worth?

DRAWBACKS

Beyond (+0 LP)
The universe is infinite and very strange. Maybe you'd rather start in a different timeline? In the Mirror Universe where Ferengi are selfless and noble and die like flies? Perhaps you'd even like to use this Jump as a supplement and visit a setting with no Ferengi at all? Go forth, lobeling, home is where the heart is but the stars are made of latinum.

Crow Among Ravens (+100 LP)
You aren't a Ferengi at all, but a Dopterian, a similar-appearing species. Real Ferengi have no respect for you or your business acumen whatsoever, while people who have contact with the Ferengi tend to distrust you on the strength of the resemblance.

Komic Relief (+100 LP)
Expect a lot of pratfalls, daily frustrations, and occasional foiling of your plans that leaves you shaking your head. You are the designated comedic relief of the universe.

The Long Road (+100 LP)
It's unclear if Ferengi live notably longer lives than humans. The answer appears to be no. This is of grave concern, because each time you take this, you sign up for an extra seven years.

Precedes You (+100 LP)
You seem to bear the entire Ferengi reputation for fast-talking, double-dealing, shifty financial antics. Aliens distrust you on sight, limiting your access to lucrative markets.

Bar Association (+200 LP)
Of all the inane, *insane*, ideas the Federation hew-mons have come up with, the worst has to be organized labor. It's also one of the hardest to quash. Everywhere you turn, workers are *unionizing* to demand better pay and hours and working conditions.

A Ferengi With No Profit (+200 LP)
Is no Ferengi at all. Like Quark's father, or Rom, you just don't have the lobes for business and will get taken as a sucker on every deal. You might be able to scrape a living if you have marketable skills, but everything about Ferengi society is designed to exploit and squeeze latinum out of rubes like you.

Little Green Men (+200 LP)
Forget the choice of starting locations, you begin on Earth - Roswell, New Mexico - in the hew-mon year of 1947. Until you can escape this planet, any spaceship will be unavailable to you, as will any alt-forms or shapeshifting that would make you look like something other than a Ferengi/Dopterian, i.e. utterly and unmistakably *alien.* In about a week, Quark will crash a shuttle in this town along with Rom, Nog and Odo. I suggest you be on it when it leaves, the hew-mons of this era are hostile and paranoid and nothing like their enlightened 24th century descendants.

Eternal Destitution (+300 LP)
You are locked out of your Warehouse, with all your precious possessions from previous Jumps inside.

Helpless Greeworm (+300 LP)
You have no bite, your powers and perks from past Jumps are gone. At least you keep mundane knowledge and skills, and any from previous Star Trek Jumps.

Prophet Motive (+300 LP)
Oh tragedy! Calamity A bunch of ascended aliens decided to 'enlighten' you with an overbearing conscience. This might qualify you for sainthood in the Federation, but your new sensibilities are entirely at odds with the Ferengi way of doing business.

END

What now? Settle down to wealth, seek new markets elsewhere, finally retire..?