

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

METAMORPHOSIS

THE CONTINUING COMMITTEE

63 ADDITIONAL VIRTUAL CARDS · RELEASED MAY 2018 · VERSION 1.0

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"...my species is on the verge of a wondrous evolutionary change.

A transmutation beyond our physical being."

From the Starfleet Academy to the exhibit of a futuristic museum, there is plenty to explore within the sixty-three (63) cards of *Metamorphosis*. Inspired by popular backwards compatible cards, *Metamorphosis* delivers new content for a new era of *First Edition*. Inside, you'll find tools for decks both familiar and new, ranging from mission solvers to capture to battle. It doesn't matter if your aim is survival, glory, acceptance or dominance, you'll find something in *Metamorphosis*!

Coming Soon — Get ready to return to where *Star Trek* began! You'll go home to where space monsters roam and the hippies and androids play. Will you take the helm of the legendary *Starship Enterprise*, whose mission of exploration cannot be caged? Or will you attempt to stand in her way? The Final Frontier awaits you this winter in the first expansion in the Original Series Block!



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES
FORUMS
RULES

CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

The *Star Trek* CCG Community lives on at
WWW.TREKCC.ORG

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DILEMMA

STAR TREK
NEMESIS



COMMAND DECISIONS

Although there are many command styles, the best leaders share the ability to make difficult decisions and take swift action in a crisis.

One personnel (random selection) is killed unless you stop a personnel with Leadership or OFFICER. To get past requires STRENGTH>24.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V

DILEMMA

STAR TREK
VOYAGER



2 THE CLOWN: ON HIS THRONE

Leader of a band of torturous performers, The Clown could easily tap into the fears of his victims and manipulate the artificial environment in which they resided.

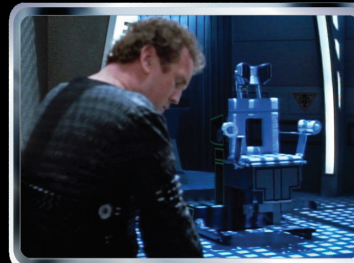
Place on mission. Opponent chooses INTEGRITY, CUNNING, or STRENGTH. Replace other personnel attributes in dilemma and mission text here with the named attribute.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2 V

EVENT

STAR TREK
DEEP SPACE NINE



AWAITING TRIAL

On Cardassia Prime, no crime goes unsolved and all criminals are punished. With conviction guaranteed before trial, the people's faith in Cardassian justice is assured.

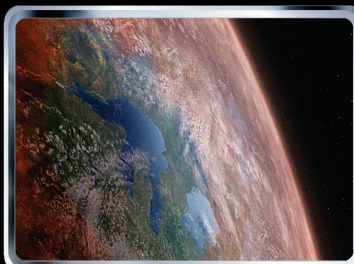
Plays on table (for free if you have three personnel in play). At the end of each of your turns, if you have a captive, draw an extra card. (Cumulative.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3 V

EVENT

STAR TREK
THE NEXT GENERATION



BIOSPHERE TOXIN

In 2369, to prevent the collection of further DNA samples from Indri VIII, Nu'Daq destroyed all life on the planet.

Plays on an unsolved planet mission if you have a ship there with 4 Treachery aboard. Mission worth -5 points. At the end of each turn, kills an opponent's personnel present (random selection). (Cumulative.)

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4 V

EVENT

STAR TREK
VOYAGER



3 EARN YOUR RANK!

In a 31st-century Kyrian recreation, Starfleet officers were portrayed as belligerent and undisciplined, brawling with each other to settle their differences.

Plays on table. Your leaders gain 1; your other non-CIVILIAN personnel gain 1. When you play Holodeck Door, draw a card.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5 V

EVENT

STAR TREK
DEEP SPACE NINE



ESTEEMED VEDEK

Bajorans often seek guidance from their religious leaders. Members of the Vedek Assembly help many fellow Bajorans explore their path and gain enlightenment.

Plays on table; download a Vedek personnel. Also, while in play, each personnel is INTEGRITY +2. (Cumulative.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

6 V

EVENT

STAR TREK
THE NEXT GENERATION



LIFE'S SIMPLE PLEASURES

While Samuel Clemens lamented the loss of opening a door for a lady, the 24th century's gains in eliminating poverty, prejudice, sexism, and intolerance far outweighed any losses.

Plays on your non-Crew of at least six personnel. If more males than females, download a female personnel; otherwise, draw three cards. Discard event.

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7 V

EVENT

STAR TREK
THE NEXT GENERATION



PATIENT SCHEMER

Many individuals have faked their own death to conduct illicit activities with impunity. In 2369, Jo'Bril used such a play in an attempt to steal Dr. Reygo's metaphasic shield technology.

Seeds or plays on table. When your assassin, thief, or Jo'Bril is about to be killed by a dilemma, return them to your hand instead.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

8 V

EVENT

STAR TREK
THE NEXT GENERATION



PSYCHOLOGICAL PRESSURE

In 2369, the Cardassian Union used the capture of Jean-Luc Picard to gain leverage in its negotiations with Starfleet.

Seeds or plays on table. For each different regular skill in dilemma or mission requirements that is also on your captive, opponent must discard a card from hand to use that skill to meet those requirements (or choose not to).

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9 V

EVENT

QUITE A COINCIDENCE

In 2371, Odo was informed that three former agents of the Obsidian Order had died the previous day from "natural causes," while two more perished in "accidents."

Seeds or plays on table. Place on a personnel just played. When personnel is killed, discard event to score points.

10

EVENT

SLEEPER SHIP

Ships like the *I.K.S. T'Pol* could be deployed with their crew in cryogenic suspension. Once awakened, such ships could attack — unaware of changes in the political situation.

Seeds or plays on table. When your ship wins a battle and its matching commander is aboard, you may report a personnel aboard. (*Captain's Order*.)

11

INCIDENT

CONDITION RED

Plays on table. While aboard your ships, each of your personnel gains . At the start of each of your turns, if opponent has more ships in play than you (including any cloaked, phased, or landed ships), you may discard a card from hand to download a ship to hand, then discard incident (unless ship is). (*Captain's Order*.)

12

INCIDENT

GROUP THERAPY

Seeds or plays on your headquarters, outpost, or site. In place of a card draw, you may download a CIVILIAN to hand OR a genetically enhanced personnel to your Karen Loews. If present with Julian Bashir, your Jack, Lauren, Sarina, and any Patrick may use their classification as if it were ENGINEER-, MEDICAL-, SCIENCE-, or VIP-classification.

13

INCIDENT

HOLOPROGRAM: THE VOYAGER ENCOUNTER

Plays on Museum of Kyrian Heritage; cards may exist here. At the start of your turn, your native personnel may exchange (from hand to in play, or vice versa) with your personnel named in their printed lore (limit once each turn per lore reference). When a native personnel leaves play this way, draw a card. When a native personnel enters play this way, their is considered unused.

14

INCIDENT

INTUITION

Seeds or plays on table (for free if Deanna Troi in play). Once each turn, if you have a dabo girl, counselor, El-Aurian, or genetically enhanced personnel in play, you may name a card type and reveal a random card from opponent's hand. If it is the named card type, draw a card.

15

INCIDENT

TRAINING CRUISE

Plays on your ship. Compatible cadets may report aboard; once each turn, one such personnel may report aboard for free. Ship is attributes all +1 for each cadet aboard (limit 4). If crew has no more than one non-cadet, ship and crew may ignore affiliation attack restrictions.

16

INTERRUPT

SOULS OF THE DEAD

Many Bajorans believe that what remains after death is just a shell, with the pagh leaving the body to begin a new journey: to walk with the Prophets in the Celestial Temple.

Plays once each turn if you have three personnel in play. Place a card from your discard pile on top of your deck.

17

INTERRUPT

THAT'S A STUPID QUESTION!

Jack, Lauren, and Patrick impersonated Starfleet officers to escape the Institute and bring Sarina to DS9 for treatment. Admiral Patrick had the perfect reply to any challenges.

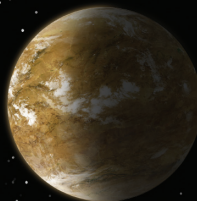
Suspends play to make all opponent's OFFICER-classification personnel attributes -2 until end of turn. OR Nullifies any card with "question" or "?" in title.

18

3

35

Diplomacy x2 + (Honor x2 OR Treachery x2)



Conduct Perilous Trade

Kyrian-Vaskan planet: Negotiate exchange of goods amid geo-political conflict.

Diplomacy x2 + (Honor x2 OR Treachery x2)

35

3

19 V

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2

35

Astrophysics + Leadership + Navigation + SECURITY + CUNNING > 36

Any crew



Practice Orbital Maneuvers

Sector 001 Region • Academy flight range: Conduct training exercise near Saturn.

Navigation + SECURITY + 3 cadets

Any crew may attempt mission.

35

2

20 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

Anthropology + SECURITY + 3 Personnel



Secure Strategic Base

Organia: Assess potential for tactical alliance with beings last encountered in the 23rd century.

Anthropology + SECURITY + 3 Personnel
Once per game, may download Strategic Base here.

30

3

21 V

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5

30

SECURITY x2 + OFFICER x2
Dominion Battleship may report here.



Tactical Observation

Kepla Sector: Collect technical data on advanced enemy ship reported to be in this area.

ENGINEER x2 + Leadership + Navigation
U.S.S. Valiant may be seeded here; facilities may not.

30

5

22 V

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STAR TREK VOYAGER

❖ **Eleven of Ninety**



IDENTIFICATION: CALIBRATION DRONE
TASK: Track hive resource usage. Optimize.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

Archaeology Biology Geology
Masaka Transformations (targeting yourself).

INTEGRITY 7 CUNNING 5 STRENGTH 5

23 V

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STAR TREK DEEP SPACE NINE

❖ **Thorel**



SCIENCE

Representative of Cardassian technicians stationed on Terok Nor in 2374. Assigned to analyze the changes to the repurposed ore processing facilities.

Archaeology Geology

INTEGRITY 7 CUNNING 6 STRENGTH 6

24 V

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STAR TREK DEEP SPACE NINE

❖ **Imat'Korex**



SECURITY

Representative of Jem'Hadar soldiers posted to Terok Nor in 2374. Second assigned to protect the Founder Leader during visits to Odo's quarters.

Biology Computer Skill

INTEGRITY 7 CUNNING 5 STRENGTH 9

25 V

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STAR TREK DEEP SPACE NINE

Admiral Patrick



V.I.P.

Genetically enhanced imposter. In 2375, Patrick used his "rank" to bluster past any opposition.

Leadership x2 (if no other Leadership present).
Inspection That's a Stupid Question!
X=number of genetically enhanced personnel present.

INTEGRITY 6+X CUNNING 7+X STRENGTH 3+X

26 V

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STAR TREK DEEP SPACE NINE

Dorian Collins



ENGINEER

Acting chief petty officer on the U.S.S. Valiant. Red Squad cadet from Tycho City, Lunar Colony. She misses the beauty of dawn on the moon.

Anthropology Honor Youth
Geology, Transporter Skill (if with another cadet).

INTEGRITY 3 CUNNING 6 STRENGTH 5

27 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Foster

STAR TREK
THE CAPTAIN FOR SPACE

MEDICAL

Typical cadet aboard the *Starship Enterprise* in 2285. Trainee medevac shuttle pilot. Only son of a Starfleet Intelligence agent. Always up for a party.

- Navigation
- Computer Skill

INTEGRITY 7
 CUNNING 6
 STRENGTH 6

Jack

STAR TREK
DEEP SPACE NINE

CIVILIAN

Maladjusted misfit and genetically enhanced genius. He visited DS9 with Lauren, Patrick, and Sarina.

- Astrophysics
- Computer Skill
- Physics
- Law
- Telepathic Alien Kidnappers (if with Patrick, Sarina, or Lauren).
- Regular skills doubled if with Patrick, Sarina, and Lauren.

INTEGRITY 3
 CUNNING 10
 STRENGTH 9

Jean Hajar

STAR TREK
THE NEXT GENERATION

SECURITY

Nova Squadron navigator. In 2368, she attempted to perform an illegal Kolvoord Starburst maneuver with Wesley Crusher and Sito Jaxa. Talented cadet.

- Navigation x2
- Transporter Skill
- Physics
- Youth
- Astrophysics
- Space Boomer

INTEGRITY 5
 CUNNING 7
 STRENGTH 6

Karen Farris

STAR TREK
DEEP SPACE NINE

OFFICER

Rigorous leader promoted to first officer of the *U.S.S. Valiant* by Tim Waters. Icy Red Squad cadet. Fiercely loyal to her captain.

- Stellar Cartography
- Leadership
- Youth
- ENGINEER, Astrophysics (if with another cadet).

INTEGRITY 6
 CUNNING 7
 STRENGTH 6

Katherine Pulaski

STAR TREK
THE NEXT GENERATION

MEDICAL

Chief medical officer who succeeded Beverly Crusher in 2365. Talented doctor and cardiothoracic surgeon. She makes a mean chicken soup.

- SCIENCE
- Anthropology
- Biology
- Honor
- Exobiology
- Genetronic Replicator

INTEGRITY 8
 CUNNING 7
 STRENGTH 3

Lauren

STAR TREK
DEEP SPACE NINE

CIVILIAN

Flirtatious, genetically enhanced visitor to DS9. Found Nog attractive. Self-styled femme fatale.

- Biology
- Stellar Cartography
- Geology
- Music
- Life's Simple Pleasures (if with Jack, Sarina, or Patrick).
- Regular skills doubled if with Jack, Sarina, and Patrick.

INTEGRITY 7
 CUNNING 10
 STRENGTH 5

Marie Kaplan

STAR TREK
VOYAGER

SCIENCE

Observant officer serving aboard *U.S.S. Voyager*. In 2373, she accompanied Chakotay on a shuttle mission to conduct a survey of the Nekrit Expanse.

- Archaeology
- MEDICAL
- Biology
- Transporter Skill

INTEGRITY 7
 CUNNING 7
 STRENGTH 6

Nog

STAR TREK
DEEP SPACE NINE

ENGINEER

Ferengi cadet and former waiter. Attends Starfleet Academy. Aspires to join Red Squad. Son of Rom.

- Acquisition
- Youth
- Honor
- OFFICER (if with another cadet).
- X=number of other cadets present (limit 4).

INTEGRITY 8-X
 CUNNING 6+X
 STRENGTH 6

Patrick

STAR TREK
DEEP SPACE NINE

CIVILIAN

Idiot savant who visited DS9 to meet Julian Bashir. Genetically enhanced and emotional. Likes parties.

- ENGINEER
- Archaeology
- Anthropology
- Surprise Party (if with Jack, Lauren, or Sarina).
- Regular skills doubled if with Jack, Lauren, and Sarina.

INTEGRITY 9
 CUNNING 10
 STRENGTH 3

Revised Chakotay STAR TREK VOYAGER



OFFICER

Impostuous first officer in a 31st-century recreation. Chakotay oversaw brutal interrogations, despite describing himself as a "man of peace."

Anthropology Honor Treachery SECURITY
 Security Sacrifice OR Fitting In

INTEGRITY 6 CUNNING 7 STRENGTH 7

37 V

Revised Doctor STAR TREK VOYAGER



MEDICAL

Mass murderer in a 31st-century recreation. An Emergency Medical Android, The Doctor designed bio-weapons that killed eight million Kyrians.

Biology Exobiology SCIENCE
 Treachery x2 Biosphere Toxin

INTEGRITY 2 CUNNING 10 STRENGTH 10

38 V

Revised Janeway STAR TREK VOYAGER



OFFICER

Cold-blooded killer, Kathryn Janeway. She captained the *U.S.S. Voyager* in a 31st-century recreation.

Treachery x2 SCIENCE Leadership
 Any A card with "31st-century" in lore
 The Art of Diplomacy (effects extended to A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z).

INTEGRITY 2 CUNNING 7 STRENGTH 6

39 V

Revised Kim STAR TREK VOYAGER



OFFICER

Interrogator who assisted in the prolonged torture of several Kyrians. 31st-century recreation of Harry Kim. Always looking for ways to advance his career.

SECURITY Computer Skill Treachery x2
 Reflection Therapy

INTEGRITY 3 CUNNING 6 STRENGTH 7

40 V

Revised Kizar STAR TREK VOYAGER



ENGINEER

Typical Kazon-Ogla crewman, captured and made to work as part of the combat forces in a 31st-century recreation of *U.S.S. Voyager*.

Astrophysics Treachery Archaeology
 Disengage Safety Protocols

INTEGRITY 4 CUNNING 8 STRENGTH 8

41 V

Revised Neelix STAR TREK VOYAGER



SCIENCE

"Hedgehog" ops officer in a 31st-century recreation. Neelix was one of several subjugated crewmen.

Stellar Cartography Biology Physics
 Computer Skill Transporter Skill Treachery x2
 Any hand weapon

INTEGRITY 3 CUNNING 7 STRENGTH 5

42 V

Revised Paris STAR TREK VOYAGER



OFFICER

Ensign chaser. Tom Paris was considered the least inaccurate 31st-century recreation of *U.S.S. Voyager* crewmembers. He prefers a direct assault.

Astrophysics Navigation x2 Treachery
 Earn Your Rank! OR Space Boomer

INTEGRITY 4 CUNNING 6 STRENGTH 7

43 V

Revised Seven of Nine STAR TREK VOYAGER



SECURITY

Shock-trooper in a 31st-century recreation. Seven of Nine was captured from the Borg and assimilated into Starfleet. She neutralized a Kyrian boarding party.

ENGINEER SECURITY Transporter Skill
 Nanoprobe Resuscitation (targeting an A card).

INTEGRITY 6 CUNNING 6 STRENGTH 8

44 V

Revised Tuvok STAR TREK VOYAGER



SECURITY

Evil instrument of destruction who directed the orbital assault against the Kyrians. 31st-century recreation of Tuvok.

ENGINEER Treachery x2 Law
 Any A personnel

INTEGRITY 2 CUNNING 7 STRENGTH 8

45 V

Riley Shepard

SECURITY

Confident cadet ordered by Admiral Leyton to sabotage Earth's power grid in 2372. Red Squad member later assigned to the *U.S.S. Valiant*.

- Biology
- Computer Skill, Navigation (if with another cadet).
- Navigation
- Youth

INTEGRITY 6 CUNNING 6 STRENGTH 7

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Sarina

CIVILIAN

Genetically enhanced introvert. She became romantically involved with Julian Bashir on DS9.

- Computer Skill
- Physics
- SCIENCE
- Exobiology
- ▼ Meditation (if with Jack, Lauren, or Patrick).
- Regular skills doubled if with Jack, Lauren, and Patrick.

INTEGRITY 8 CUNNING 8 STRENGTH 8

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Seth Matthews

SCIENCE

Red Squad cadet typical of those assigned to train on the *U.S.S. Valiant* in 2373. Although loyal to Tim Watters, he secretly misses home.

- Exobiology
- Archaeology
- Youth

INTEGRITY 6 CUNNING 6 STRENGTH 6

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Tim Watters

OFFICER

Valiant captain given a battlefield commission. Overconfident cadet determined to succeed. Proud member of Red Squad. An inspiration to his crew.

- Leadership
- Physics
- Youth
- Diplomacy, Leadership (if with another cadet).

INTEGRITY 6 CUNNING 7 STRENGTH 7

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Leosa

CIVILIAN

Grifter, thief, dabo girl, teacher, vedek — whatever the customer wants. Human working for Nunk. Briefly romantically involved with Reginald Barclay.

- Diplomacy
- Computer Skill
- Treachery
- Twice per game, may nullify Holodeck Door just played.

INTEGRITY 5 CUNNING 6 STRENGTH 5

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Alexander Rozhenko

ENGINEER

"Good luck charm" aboard the *I.K.S. Rotarran* with a talent for mishaps. $\frac{3}{4}$ Klingon, $\frac{1}{4}$ human son of Worf and K'Ehleyr. Joined the House of Martok.

- Honor
- Transporter Skill
- Youth
- If aboard your ship when it wins a battle, draw a card.

INTEGRITY 7 CUNNING 5 STRENGTH 6

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B'amara

MEDICAL

Typical surgeon serving under Martok. Former nurse and arms dealer. She developed new combat stimulants and advised the High Council on their use.

- Biology
- Honor
- Physics
- Computer Skill

INTEGRITY 7 CUNNING 6 STRENGTH 7

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Meraht

OFFICER

Typical Klingon operative. She was ordered by Gowron to observe commercial operations within the Bajoran sector in 2373. Collector of bronze statues.

- Klingon Intelligence
- Transporter Skill
- Honor
- Exobiology
- Anthropology

INTEGRITY 7 CUNNING 6 STRENGTH 7

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Curator Quarren

SCIENCE

Kyrian historian in charge of a 31st-century museum. Discovered an E.M.H. backup who helped him to revise the Kyrian and Vaskan history books.

- Archaeology x2
- Computer Skill x2
- ▼ Holo-Projectors
- Cards you ▼ may come from your discard pile.

INTEGRITY 8 CUNNING 8 STRENGTH 4

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Sarda
STAR TREK
DEEP SPACE NINE

CIVILIAN

Not a legal expert — just a dabo girl. Complained about the lurid requirements in her contract with Quark. Later advocated the abolition of such terms.

- Anthropology
- Honor
- Law
- Intuition

INTEGRITY 7 CUNNING 5 STRENGTH 5

55 V

Togaran
STAR TREK
THE NEXT GENERATION

OFFICER

Tamarian first officer. One of many sons of Tama. "Kiteo, his eyes closed. Picard and Dathon at El-Adrel. Mirab, with sails unfurled. Temba, at rest."

- SECURITY
- Honor
- Leadership
- Transporter Skill

INTEGRITY 7 CUNNING 6 STRENGTH 7

56 V

Chagrith
STAR TREK
NEMESIS

SCIENCE

One of many Reman soldiers under the command of Shinzon. Former deuterium purification specialist. He helped develop the thalaron radiation generator.

- Archaeology
- Geology
- Physics

INTEGRITY 5 CUNNING 8 STRENGTH 6

57 V

Dralvak
STAR TREK
NEMESIS

MEDICAL

Typical Reman surgeon. Doctor who worked under The Viceroy aboard the *Scimitar* in 2379. He studied the cloning techniques used in creating Shinzon.

- Biology
- Exobiology
- Treachery

INTEGRITY 3 CUNNING 7 STRENGTH 7

58 V

Jorvas
STAR TREK
NEMESIS

ENGINEER

Representative of Reman navigators serving aboard the *Scimitar*. A former assault trooper, he was recruited to join a boarding party in 2379.

- Astrophysics
- Navigation
- SECURITY

INTEGRITY 5 CUNNING 5 STRENGTH 8

59 V

Thexor
STAR TREK
NEMESIS

SECURITY

Characteristic of Reman assault troops. Soldier who fought in many conflicts during the Dominion War. He is eager to serve Shinzon and The Viceroy.

- Computer Skill
- Transporter Skill
- Treachery
- Reman Disruptor Rifle

INTEGRITY 3 CUNNING 5 STRENGTH 9

60 V

Kitora
STAR TREK
DEEP SPACE NINE

PERIKIAN CLASS

Flagship of a Bajoran blockade in 2375. Commanded by Colonel Kira in opposition to the Romulan fortification of their medical facilities on Derna.

- Souls of the Dead

RANGE 8 WEAPONS 8 SHIELDS 8

61 V

U.S.S. Valiant
STAR TREK
DEEP SPACE NINE

DEFIANT CLASS

Red Squad training ship caught behind enemy lines during the Dominion War. Captained by Tim Watters.

Cannot carry ships aboard except shuttlespods.

- 2 cadets
- Tractor Beam
- Training Cruise

RANGE 8 WEAPONS 10 SHIELDS 9

62 V

Museum of Kyrian Heritage

3074 Kyrian-Vaskan planet: Exhibition of ancient artifacts and historical recreations.

Seeds on table during facility phase; any player who did not seed Ocampan planet may download a non-Borg ship here and/or Hologram: The Voyager Encounter. Native to this timeline: all cards with "31st-century" in lore. Once each turn, one such card reporting at this location may report for free.

63 V

Revised Kizar

STAR TREK VOYAGER

ENGINEER

Typical Kazon-Ogla crewman, captured and made to work as part of the combat forces in a 31st-century recreation of U.S.S. Voyager.

Astrophysics

Treachery

Archaeology

Disengage Safety Protocols

INTEGRITY 4

CUNNING 8

STRENGTH 8

41° V

Sarda

STAR TREK DEEP SPACE NINE

CIVILIAN

Not a legal expert — just a dabo girl. Complained about the lurid requirements in her contract with Quark. Later advocated the abolition of such terms.

Anthropology

Honor

Law

Intuition

INTEGRITY 7

CUNNING 5

STRENGTH 5

55° V