

The Scrolls for loHwul'(Administrators) of the paq'ghob

Klingon Administrator Guide

loHwul' paq'a' (Book for Administrators)

This book holds guidelines for all Administrators, as directed by the presiding Governor.
This book is broken into Tomes for each area of rule.
Fulfilling our duty brings with it great honor.



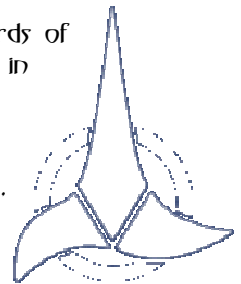
Qu'vat Colony

ghob paq'a' (Tome of Ethics)

What, then, is ethics? Ethics is two things. First, ethics refers to well based standards of honor(right) and dishonor(wrong) that prescribe what Klingons ought to do, usually in terms of rights, obligations, benefits to the empire, fairness, or specific virtues.

Ethics, for example, refers to those standards that impose the reasonable obligations to refrain from dishonorable acts such as rape, stealing, murder, assault, slander, and fraud.

Ethical standards also include those that enjoin virtues of honor such as



honesty, compassion, and loyalty.

Ethical standards include standards relating to rights, such as the right to life, the right to freedom from injury, and the right to privacy. Such standards are adequate standards of ethics because they are supported by consistent and well founded reasons.

Secondly, ethics refers to the study and development of one's own ethical standards. As mentioned above, feelings, laws, and social norms can deviate from what is ethical. So it is necessary to constantly examine one's standards to ensure that they are reasonable and well-founded. Ethics also means, then, the continuous effort of studying our own moral beliefs and our own moral conduct, and striving to ensure that we, and the institutions we help to shape, live up to standards that are reasonable and honor-based.

batlh paq'a' (Tome of Honor)

There is no more important thing to a Klingon than honor. We all follow the teachings of Kahless as written in the paq'batlh.

The honor of a Klingon is his ability to embody all of these traits, and also included his reputation and social identity. In this respect his honor is carefully guarded as the true nature of his soul and considered the culmination of all his personal virtues. Possessing a sense of honor, the Klingon created for himself a set of standards to which he would hold himself accountable. Honor is often prickly in Klingon society and many times leads to unnecessary bloodshed where no real quarrel existed. The Klingon warrior who truly understands the significance and responsibility inherent in honor, is wise.

1. A Klingon will not attack a weaker ship for sport, but can defend himself or another Klingon.
2. A Klingon can outnumber his opponent only when presented with a superior foe.
3. A Klingon's word is his bond. If saying you will do something then do it (within reason of course)
4. Use of a fleet force is by Chancellor decree only
5. The death of a warrior who died in honorable battle is not mourned but celebrated.
6. The restoration of honor involves the killing of the dishonored individual with a mevak dagger. Adanji incense is used in the Mauk-to-'Vor, Mauk-to-'Vor, a Klingon ritual in which the honor of an individual is restored by the one responsible for the loss of honor.



matlh paq'a' (Tome of Loyalty)

Loyalty is one way of expressing a warrior's honor through his devotion to his House and Empire and his oaths to them. In the Klingon Warrior Code, loyalty was placed highest upon his house and the empire, even above that of his personal honor.

Loyalty as we conceive it may find few admirers elsewhere in the galaxy, not because our conception is wrong, but because it is, I am afraid, forgotten, and also because we carry it to a degree not reached in any other species.

To the Klingon, his devotion and service to his house and the Empire was the pinnacle of achievement. If he disgraced or betrayed his house or the Klingon Empire, he failed in his duty and lost his own honor. The social and governmental systems of the Klingon society is based on a series of relationships that hinge on loyalty. Disloyal Klingons are often viewed as

disrupting and disregarding these relationships, a serious offense. If a Klingon feels that his loyalty to the Klingon Emperor contradicts his own sense of ethics, he exercised his sense of self-control, remembering his duty and his allegiance. This characteristic self-control is frequently revealed in the stern and stoic nature of the Klingon warrior, carefully concealing his true feelings whatever their nature.

A few in-game examples:

1. If a member of a guild or party ☐fleet☐ you will obey their rules and regulations.
2. If a fellow Klingon is in need and you are able to assist then you should.
3. You should stand by your fellow Klingons whenever possible.

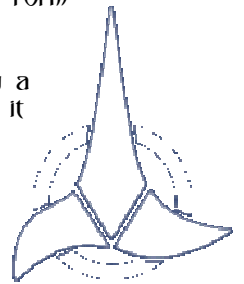
SeH paq'a' (Tome of Self Control)

A dishonorable warrior is one who brandished his weapon on undeserved occasions. A self-possessed Klingon knows the right time to use it.

Self-control when kept in check for a Klingon Warrior, whose job is often fraught with fluctuating emotions as he was confronted with death, controlling ones inner desires and feelings is essential to maintaining rationality, and mental coherence. Also revealing openly emotions when not warranted, is looked upon as selfish in that it shows a certain degree of disdain and hesitation for the duties assigned. In regards to a warrior's conduct within society, self-control is a necessary tool for him, just as his Bat'leth or D'k tahy was necessary to fight in a battle. With his martial arts skills, an intemperate warrior posed a threat to his fellow Klingon.

The ultimate expression of self-control and loyalty can be seen within the Klingon notion of sacrifice. This institution is highly refined and hauntingly common among warriors in the service of the Empire. Klingon society and culture is group-oriented, emphasizing the needs of the whole over the needs of the individual. The individual owes his allegiance to the collective group be it House or Empire because he himself is a part of that group, created and sustained by that group. In the warrior class the Klingon dedicates his life to his Emperor and to his House. If he fails in his duties, atonement is often offered in the form of suicide and/or sacrifice.

Part of the education and training of the Klingon Warrior is taken up with preparing a warrior for the possibility of Honorable suicide. This reality is taken very seriously as it often involved not only the death of the warrior himself, but the sacrifice of his family and any vassals in his service. This was expected and understood by those in his care as part of their duty to both him and to greater society. The only exception is when dishonor has been righted.



A few examples:



1. No running around starting fights just for the purpose of causing grief to another warrior.
2. No gank/griefing. A retaliatory strike is acceptable if wronged by another but not to the extent that you start a battle for the sake of battle.
3. In Klingon tradition, "the son of a Klingon is a man the day he can first hold a blade". Do not hold a warriors age against them, only their actions are of concern.
4. If a warrior strikes another with the back of his hand, it is interpreted as a challenge to the death. Klingon warriors speak proudly to each other; they do not whisper or keep their distance. Standing far away or whispering is considered insult in Klingon society. There should be no reason to take an argument with another to continuous /whisper-/tells, better to declare your intent and kill your foe..

yoJ paq'a' (Tome of Judgment)

As the presiding authority on your planet, you are the supreme judge on your planet. You will preside over cases that judge as a last resort on your planet, according to Klingon Law. If the case demands it, the case can be referred to the Governor for judgment.

pung paq'a'
(Tome of Mercy)

The tome of mercy guides you in the act of mercy. It is not dishonorable to bestow mercy onto an enemy. You have the authority to grant a forbearance to inflict harm under circumstances of provocation; it is honorable to provide compassionate treatment of an offender or adversary, provided no harm to the Empire will occur. If council pleads mercy to a higher authority, you may refer such ruling to the ruling governor of your sector.

Klingon Civilian Rank of The Empire.		
Klingon Civilian Rank of IKEP and House VamPyr	 	
Rank	Requirement	Empire Rank
YOUTH	Youth ages 0-2. A Klingon who at birth show great promise in a Guild Skill. His/her parents seeing this starts the youth on a path honing those skills.	
NOVICE	Youth ages 2-6. This is a Klingon who begins home schooling in the Guild. The youth learns about the Guild, Skill Books, and Honored Leaders.	
JUNIOR	Youth 6-12. Youth is taught the fighting skills of Kahless. All youth learn these skills at this age.	
JUNIOR APPRENTICE	Youth 12-16. Youth begins learning the skills of the Guild they are chosen for. Completes with first project of their guild.	

APPRENTICE	Youth 16-18. Youth begin apprenticeship in there Guild.	
SENIOR APPRENTICE	Young Warrior 18-21. Begins the with attending the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos). Here they learn basic studies in their Guild.	
JUNIOR ENGINEER	Young Warrior 21-25. Continues attending the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos) for Advanced studies in their Guild. During this period the Klingon may choose a second skill.	
ENGINEER	Warrior 25-28. Begins Masters courses attending the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos). During this period, each individual is examined, and if the university determines that the individual should no longer follow their current training, they begin there second skill. The High Council reviews these determinations. Normally when made there is no reversal. The warrior is given a chance to join the Military as an enlisted member.	
MASTER ENGINEER	Warrior 28-30. Begins master level production in their Guild. They are also tasked with attending the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos) to learn advanced level skills.	
GRAND MASTER ENGINEER	Upon graduating the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos), the individual is now a Grand Master in the Guild. They are then given an assignment some where in the Klingon Empire. There they will teach the skills of the guild to apprentices. This is the equivalent to O-4.	
GUILD MASTER ENGINEER	Teaches and advises at the 'oſ mu' DuſaQ'a' 'e' (University of Qo'nos).	
ASSOCIATE ADMINISTRATOR	Associate Administrator for the Empire assigned to a specific region on a planet. Assist in the everyday running of a region or city on a planet.	

LEUTENANT ADMINISTRATOR	Lt. Administrator for the Empire assigned to a specific planet. Assist in the everyday running of a planet.	
ADMINISTRATOR	Administrator for the Empire assigned to a specific planet. In charge of ensuring the everyday running of a planet.	
GOVERNOR	Governor for the Empire assigned to a region of the Klingon Empire. Must be this rank to be Dean of the Civilian College at the 'oS mu' DuSaQ'a' 'e' (University of Qo'nosO).	
WARLORD	Advisor to High Warlord. Controls all civilian matters in a Sector of the Klingon Empire.	
HIGH WARLORD	Advisor to High Council. There is only one of these in the Empire. This is a person who has the equivalent rank of Chancellor.	