



House Vampyr
Member Handbook

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INTRODUCTION

Congratulations! Today you are a warrior!

Now that you have completed your initial warrior training, and have been recommended by your crewmembers and command staff, we welcome you to the House Vampyr. We are a science fiction fan group who organize ourselves as KLINGON characters as in STAR TREK®, STAR TREK THE NEXT GENERATION®, STAR TREK DEEP SPACE NINE® and the STAR TREK MOTION PICTURES®. Each chapter in our group is organized into a ship, fighter wing or marine battalion. Each of these has a commanding officer, 1st officer, other officers and crew. Each person receives rank and honor promotions based upon participation in chapter and fleet activities.

The fleet and/or individual chapters participate in many activities throughout the year. These include: monthly meetings, uniformed convention appearances, visiting pediatric wards in community hospitals, publicity/recruiting events, Scouting events, creating uniforms and related materials for members, promoting educational and reading programs, etc. Frequently these activities occur in cooperation with other groups: Klingon, Federation, Romulan and others. This fleet is very much a 'costuming group'; we take pride in our appearance and have won many awards in competition against worthy opponents. Specific details regarding the House Vampyr will be detailed in the following pages.

We hope that you will enjoy your membership in this organization and that we will enjoy many glorious exploits together. Qapla!

Honors To Those Who Have Made This Club Possible

Vam 'Pyr

THE RULES

The House Vampyr has six absolute rules:

HAVE FUN. House Vampyr is a Star Trek Fan Organization, a social group. Its primary function is to provide members with Klingon Glory, by the entertainment of consensual play. Observe this goal at all times.

GET INVITED BACK, BE OUTRAGEOUS NOT OBNOXIOUS, and DON'T EMBARRASS House Vampyr. Members should not behave in a manner that dishonors or misrepresents our club. Don't speak on behalf of (nor misrepresent) more than your authority. Don't commit crimes while in uniform. Make sure the "play" is consensual on both sides when you are in persona.

HELP OUT. If you want to belong, you have to help the group. When the Fleet is running an event and you are there, help set up, take down, and carry stuff in and out. There are far too many warriors who arrive after the hard work is done and leave before it begins again. Volunteer to do stuff. If you seek glory and medals, you have to do more than just show up and look good.

THE HIGH COUNCIL MAKES THE RULES, AND THE CAPTAINS AND FLEET STAFF APPLY THEM. This is not a club for rule-makers and bureaucratic architects. There is a reason that there are such things as senior officers and a chain of command. This rule protects the club from the unnecessary bureaucracy it despises, and keeps the premise of membership very simple.

MAKE NO TREATIES, SIGN NO ALLIANCES. One should never commit their portion of HOUSE VAMPYR, or the club itself, to contractual obligations, unless the High Council has explicitly authorized you to do so. We do not intend to suffer legal consequences witnessed in other clubs. HOUSE VAMPYR has always been an enemy of bureaucratic paperwork and needlessly binding accountabilities.

MAKE THE HOUSE GREAT. Contribute to the house to make it strong. Contribute your time, knowledge, and skills. You are a valuable asset to the house. Contribute materials to help those who need them.

FLEET STRUCTURE

Chapters

The chapters in the fleet are semi-autonomous. Each chapter is organized as either a ship, fighter wing, or marine battalion. Any uniformed Klingon officer Lieutenant or above may try to start a chapter, if they can find five uniformed members willing to follow them who will show up for meetings and events. Once formed, each chapter will be assembled and presented to the High Council for inspection; if the High Council finds the chapter acceptable the new chapter will be commissioned. The High Council must approve the name of the new chapter. All chapter are organized by type, consisting of the following positions:

SHIPS	FIGHTER WINGS	MARINE BATTALIONS
Ship's Captain (Position not Rank)	Wing Leader	Battalion Commander
Executive Officer	Executive Officer	Executive Officer
Officers and Crew (enlisted)	Pilots (officers) and Ground Crew (enlisted)	Officers and Marines (enlisted)

The chapter commander is responsible for organizing and conducting monthly meetings, coordinating and supervising activities, recording and submitting member participation to the Fleet Adjutant, generating new ideas to bring to the Council for Fleet events, serve as primary chapter spokesperson and other duties as directed by the High Council. The commander is responsible for the overall functioning of the chapter. Specific tasks should be delegated to other officers to facilitate ease of operation and encourage participation. It is up to the Chapter Commander to divide up the duties and responsibilities in the chapter so as to ensure all necessary chapter tasks are accomplished in the optimum manner.

Fleet Staff

In addition to the ships, the Fleet has a staff responsible for administration, operations coordination, fleet communications and so on. The Fleet Staff consists of:

Staff Position	Staff Description
Chancellor	Responsible to promote the fleet, organize and run High Council meetings, generate new ideas for Fleet events, serve as primary spokesperson, and command the fleet in general. The Chancellor is elected by the High Council annually
Chief of Operations	Responsible for coordinating with conventions and other large scale events. Administers registration and ticket sales for the Klingon Feast. Negotiates with the hotels for the Feasts. Maintains the Feast account. Oversees Feast setup and takedown; chapters will provide labor for this.
Fleet Adjutant	Responsible for Fleet record keeping for points, awards and honorifics, and for the comprehensive member and points database.
Chief of Communications	Responsible for official Fleet correspondence and newsletters. Responsible for sending out all hardcopy newsletters to members, for establishment and maintenance of historical files and the WebPage of Glory (the Fleet webpage with accounts and pictures of each event the Fleet attends).
Chief of Entertainment Operations	Responsible for coordination of acts, music and the like for the Klingon Feasts. Chair of the Entertainment Committee; Organizes and runs Entertainment Committee meetings.
Chief Warden	Responsible for Klingon Jail operations and maintenance. Establishes schedule for members' duty at Jail at conventions. Oversees Jail setup and takedown; chapters will provide labor for this.
High Priest(ess)	Responsible for administration of the Borethngan ra', and for generating new ideas for interrogation of prisoners. Chief Torturer for the Klingon Jail.

Other staff positions may be established as needs arise.

Fleet Guilds

In addition to the Staff positions, the Fleet has a series of guilds that recognize special achievement or skill in a particular area. These are:

Guild	Description
Ambassador	Ambassadors perform public relations duties for the Fleet. They talk to other organizations about HOUSE VAMPYR and promote good relations. They also seek out opportunities for new events HOUSE VAMPYR can participate in, and bring these opportunities to the Council for consideration. Ambassadors negotiate with external organizations when directed to by the Council. Ambassadors are designated by the High Council
Uniform Guild	Members of the Uniform Guild are those who have demonstrated proficiency in producing competition-quality Klingon and other uniforms. The Uniform Guild chooses its members through nomination and voting.
Tactics Board	The Tactics Board is composed of members who have repeatedly demonstrated skill as qualified starship, squadron or fleet tacticians in battle simulation (not roleplay) against live opponents. The Tactics Board chooses its members through nomination and voting.
Blade Master	The Blade Master is one who has shown exceptional skill at martial arts with bladed weapons. Blade Masters are designated by the High Council

High Council

The High Council is the governing body of the fleet. Council membership is composed of the following: Fleet Staff, all officers of Captain or higher rank, and one Council Representative (or Alternate) for each chapter. Their chapter chooses council Representatives. Council Representatives must be at least of the rank of Lieutenant (Alternates may be Ensigns). Each year (normally in November or December) the Council will elect a Chancellor. The Chancellor may be anyone on the Council who is at least of the rank of Captain. The Chancellor or his designee chairs the meetings, but all decisions are based on a majority votes by the Council. Each member of the Council has 1 vote.

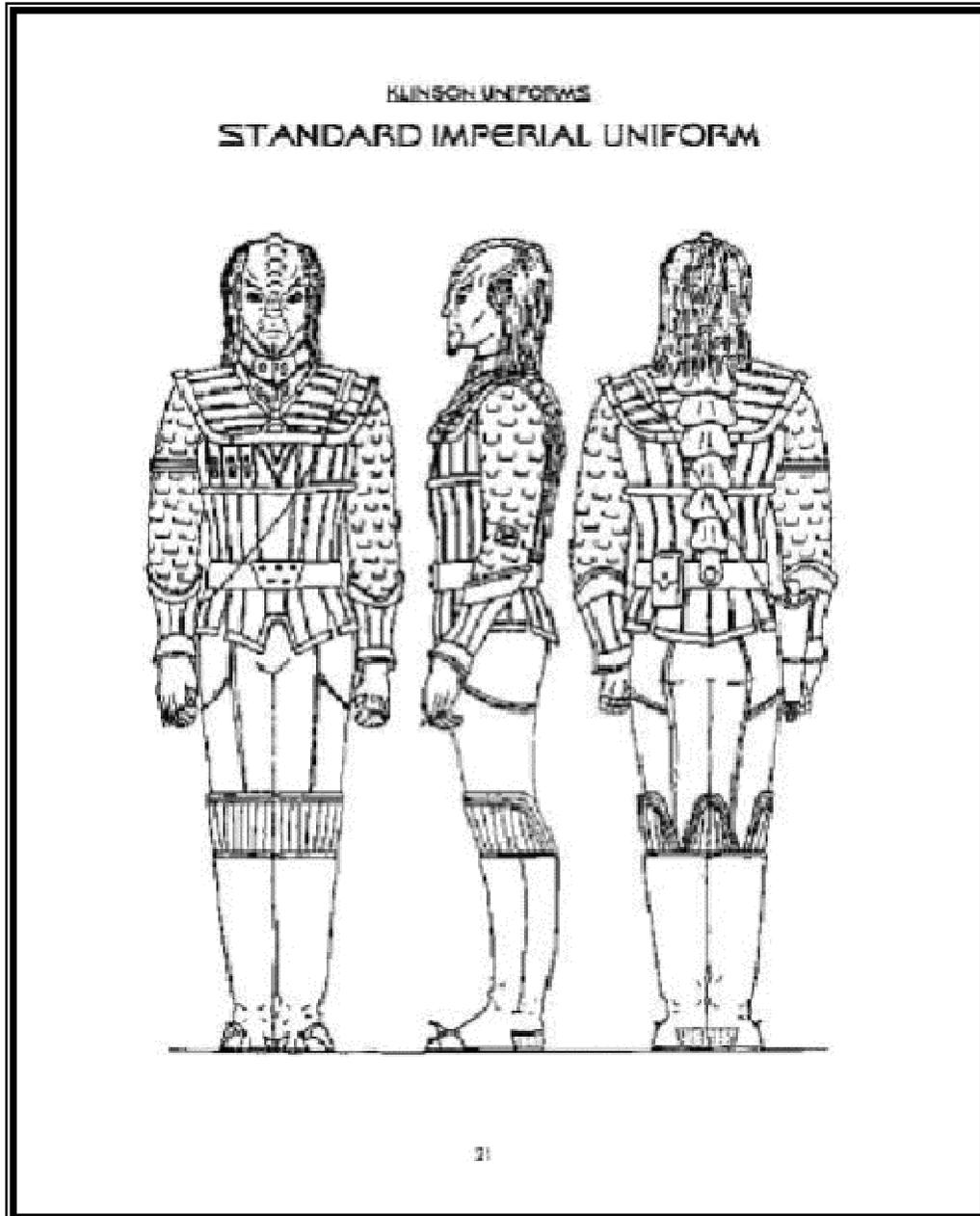
The High Council meets at least quarterly, but will meet as often as necessary to decide fleet policy. In the event of a time limited situation where a decision must be made without having time to poll ship members, an emergency vote will occur. In an emergency vote, the Chancellor or his designee will contact the Council members by phone and will relay the nature of the situation, and the council member will cast his/her vote. Ship representatives will cast their vote as they feel that their ship's company would respond. If a Council Representative is unable to be reached, the alternate will be contacted and be responsible for casting the vote. If the memberships of the fleet disagree with a council vote, then they have the right to petition the Council for a referendum vote on the issue at hand. A successful petition will consist of signatures from 25% of the fleet's members in good standing. If the requisite number of signatures for a petition is presented to the Council, then the issue shall be brought before each chapter to be voted on by the general membership of the fleet. If the overall membership of the fleet votes in favor of the issue, then it stands as originally voted by the Council. If the membership of the fleet votes to rescind the issue, then the vote of the Council shall be overturned.

If an issue presented to the Council is deemed by a majority of the Council to be of a similar nature to an issue that was overturned by referendum, the Council shall automatically put the new issue to referendum vote.

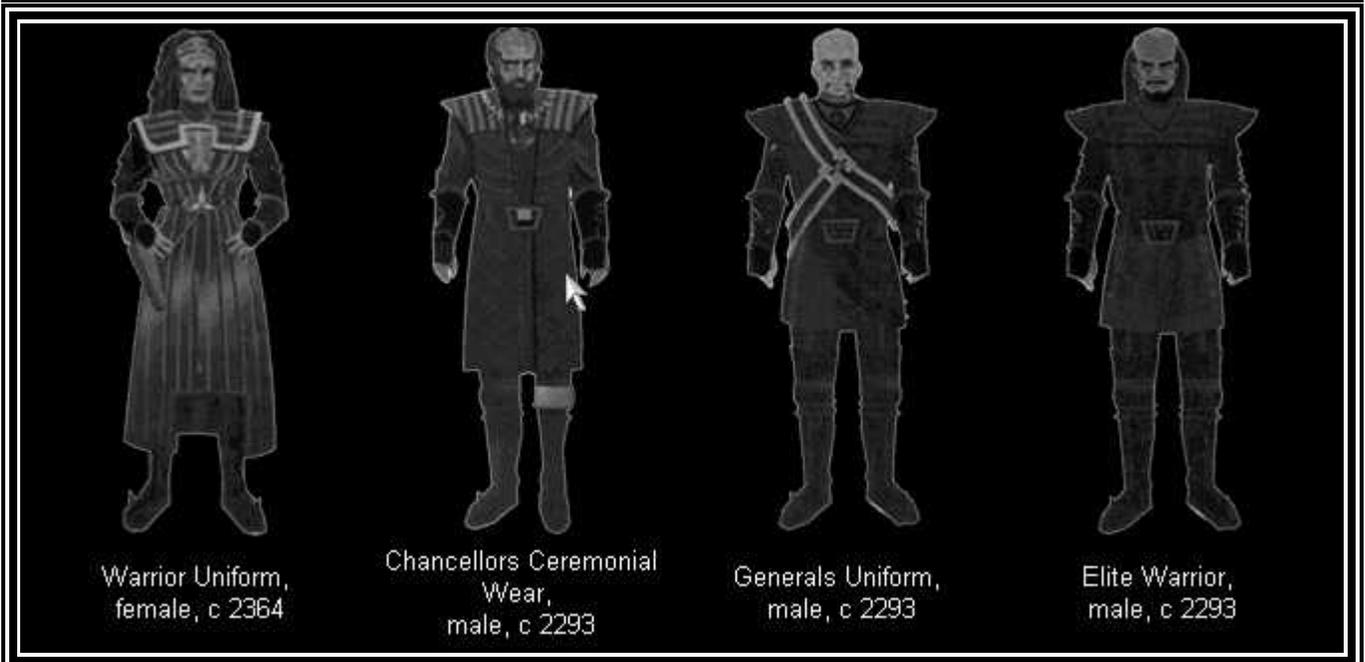
A Captain/Colonel is a senior member of the fleet who has earned the right to be a permanent member of the Council. Individuals achieving this rank must have an acceptable service uniform as determined by the Council

KLINGON UNIFORMS

There are several types of uniforms that are worn by the Klingons in the HOUSE VAMPYR. The Imperial Uniform (STTNG and ST movies) consists of a gorget, a gray and black (usually, but not always) armored vest and shoulder armor (there are several variations), fur sleeves, black fingerless gloves, forearm armor, a black belt, the Imperial uniform belt buckle, and gray uniform pants. High black boots with or without boot horns and metal trim. Shown below is a typical Imperial uniform, which we will discuss in more detail over the following pages. There are variations to the Imperial uniform both in color and in details.

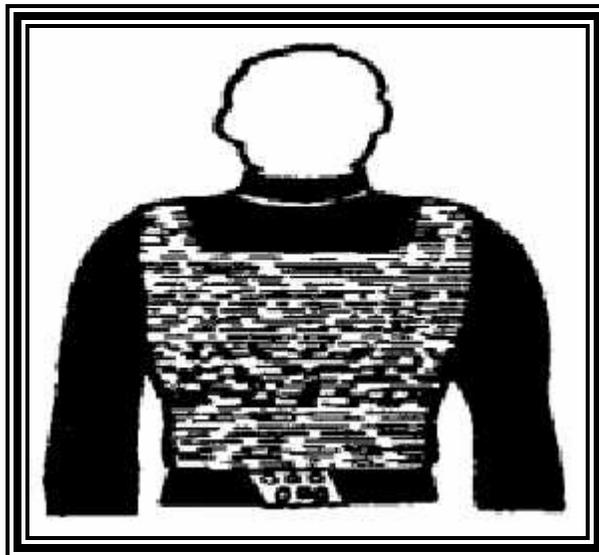


Uniform Examples



Classic Klingon Uniforms

The Classic Uniform (original series)(male) consists of a black turtleneck, a silver vest with black "striping", a black belt, the House Vampyr Fusion buckle, and black pants. The pants may have gold flecks in them or they may be plain black. High black boots.

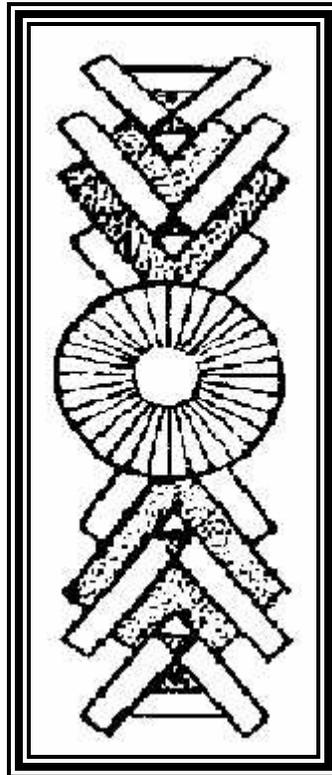


Classic Male Uniform



Classic Female Uniform

Classic Uniform Sash Pin



Classic Sash Pin

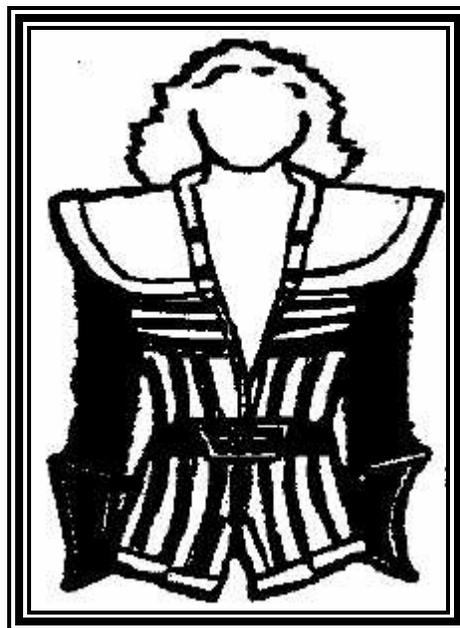
The Classic Sash Pin is gold colored, and is only worn by Lieutenant and above.

Uniform Components

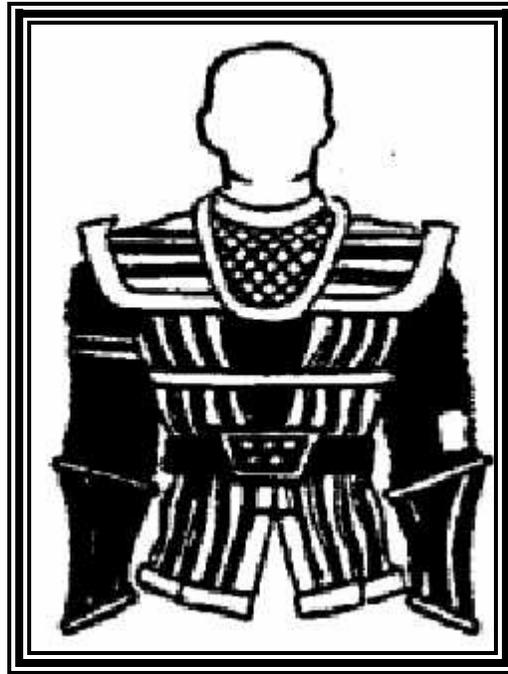
Standard Imperial Uniform Tunics



Male & Female Standard Imperial
Battledress Tunic



Female Command Battledress Tunic



Male Command Battledress Tunic

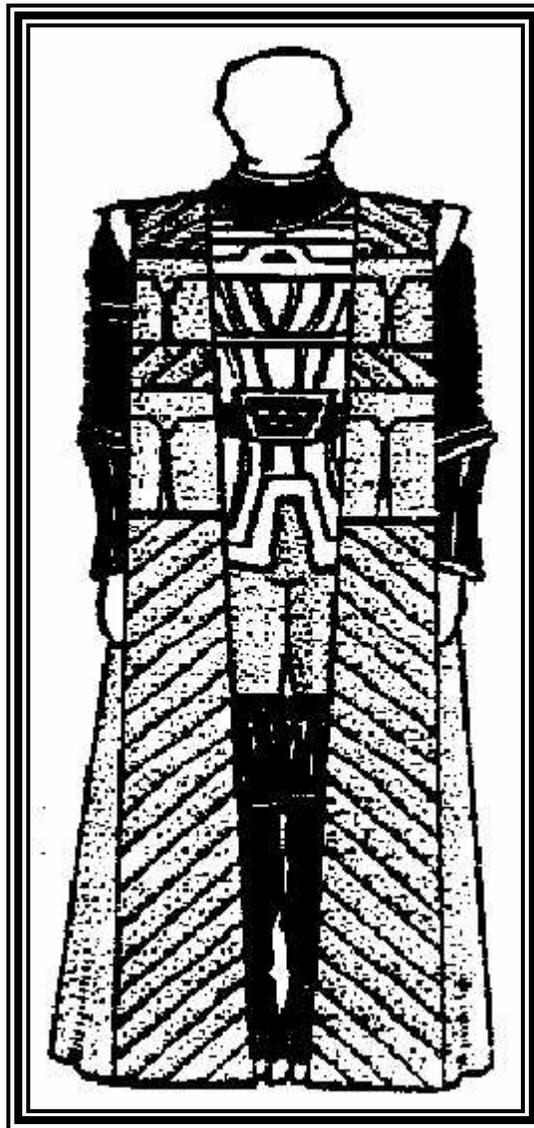


Male Dress Tunic

Battle Cloak

The Battle Cloak is worn by ship commanders and above. It may also be worn temporarily by other officers leading a boarding party or landing party, to designate the person in charge of the force. Battle cloaks have pockets and usually a hood.

The Command Cloak is similar to the Battle Cloak, except that it usually has no pockets and no hood. The Command Cloak may have medals and awards fastened on the front panels. A Command Cloak may be worn by the head of a House when appearing before the Council on official House business.



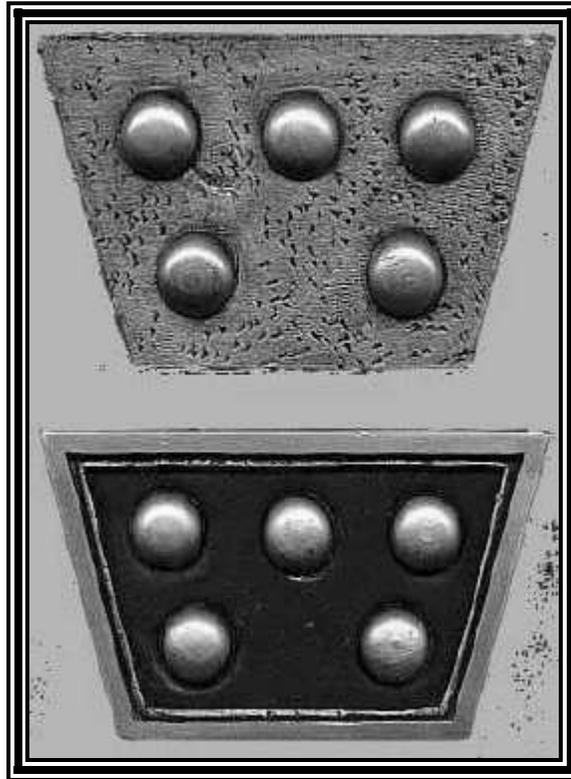
Battle Cloak

Other Klingon Uniforms

Klingon Ambassadors may wear military uniforms or civilian clothing. The civilian type clothing is generally a "robe" type affair and usually of a solid dark color. Ambassadors may also wear a sash. Members who are designated Ambassadors may wear ambassadorial dress instead of a service uniform. The picture below is an example of acceptable ambassadorial dress. Klingons do not perceive colors the way that humans do. Blue is seen as a shade of gray. Red is considered a bright color. Klingons usually prefer solid colors. When a patterned type of material is worn, it is displayed against a solid background.



Uniform Belt Buckles



The standard imperial uniform belt buckle is silver with silver spheres.

Officer buckles have black with silver trim and silver spheres.

Command Staff may have a gold border with silver or gold spheres.



Diplomatic buckle. Worn by dignitaries and other honored individuals.



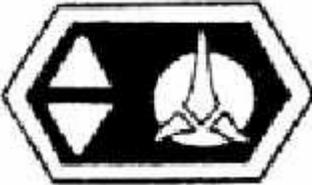
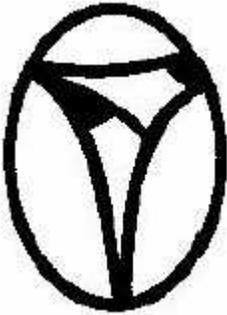
Alternate buckle for female uniform.

Uniform Boots

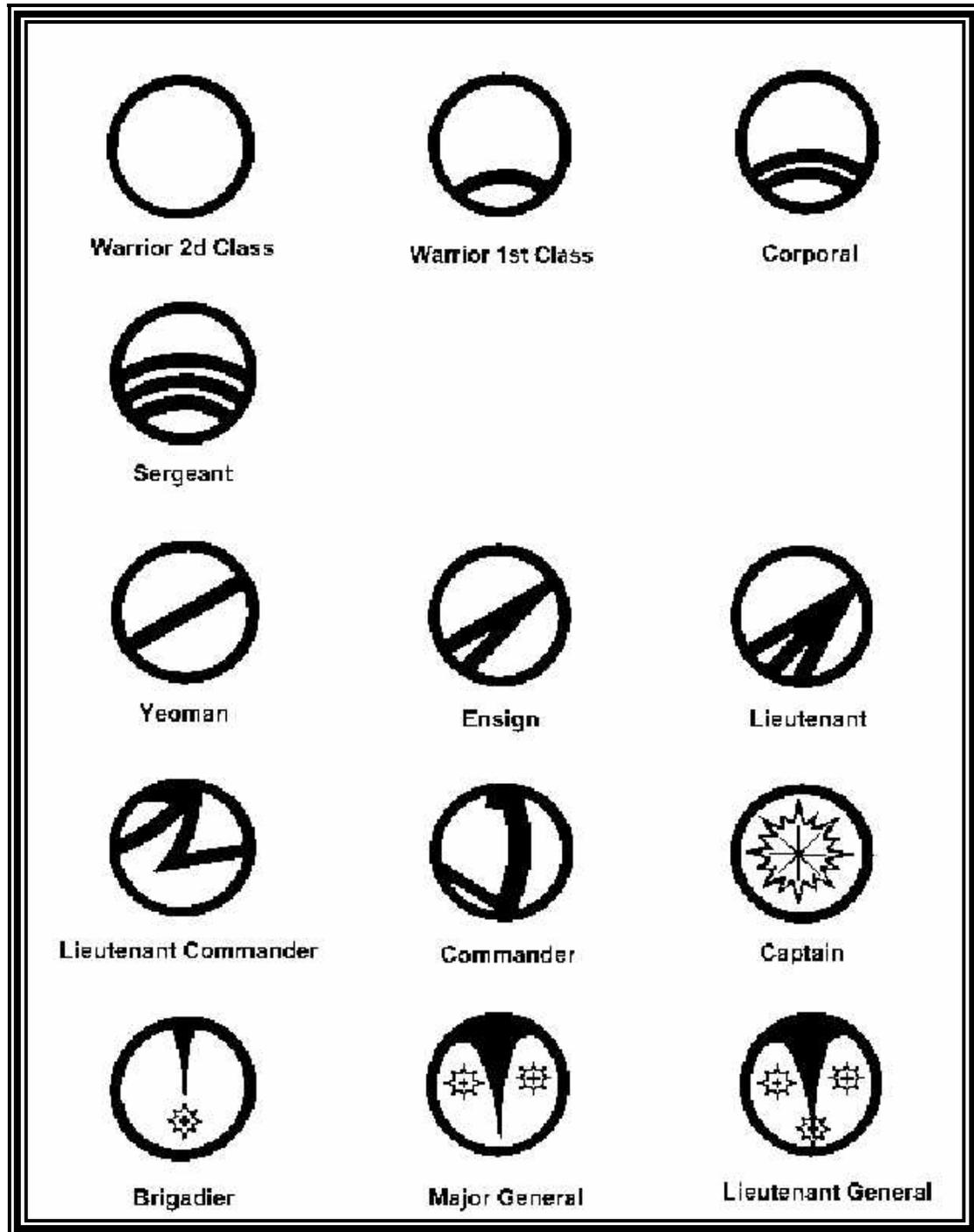


Standard Warrior's boots. Boot horns are only worn with Imperial uniforms.

Uniform Comm Badges

	
<p>New Imperial Communication Badge Worn on left upper arm. Primarily used to call for transporter.</p>	<p>Imperial Communication Badge. Worn on left upper arm. Primarily used to call for transporter.</p>
	
<p>Civilian Personnel Communication Badge</p>	<p>Exchange Crew Communication Badge</p>

Uniform Rank Insignia



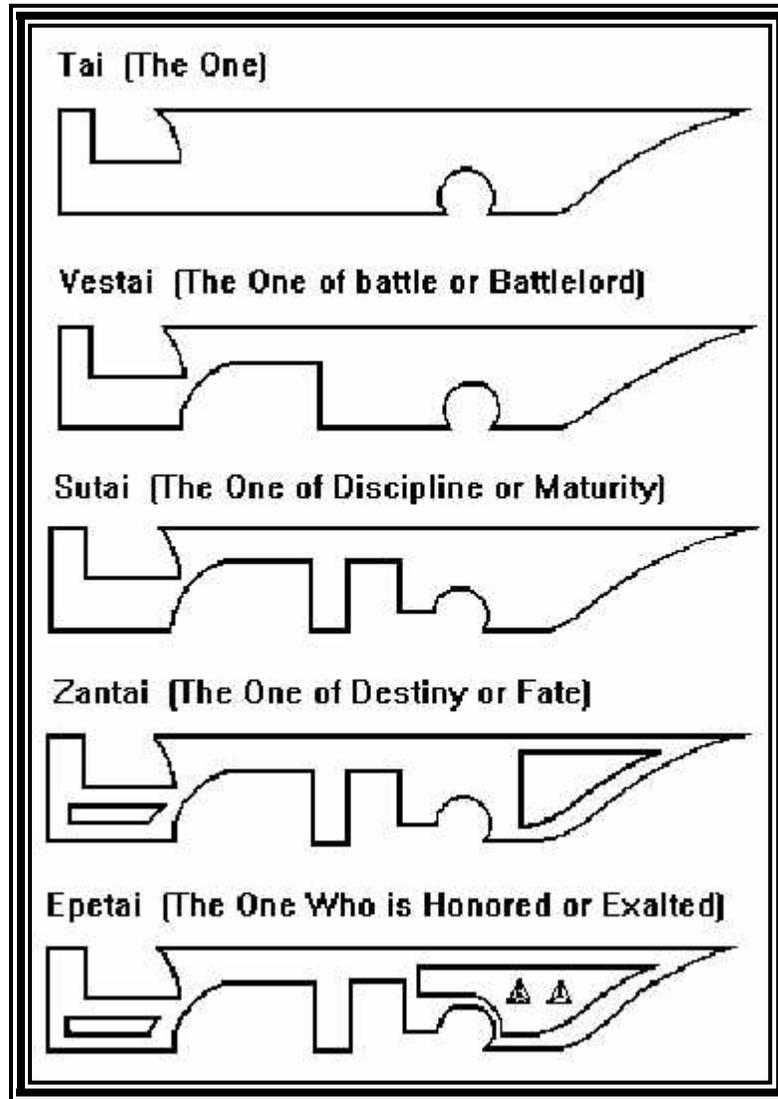
Uniform Branch Insignia

All Klingons serve in some branch of the military at some time. Each branch has its own distinctive insignia, which is worn on the opposite side of the uniform collar or neckline from the rank insignia. These insignia are required to be worn on all uniforms, so that the wearer's rank and branch may be known at a glance



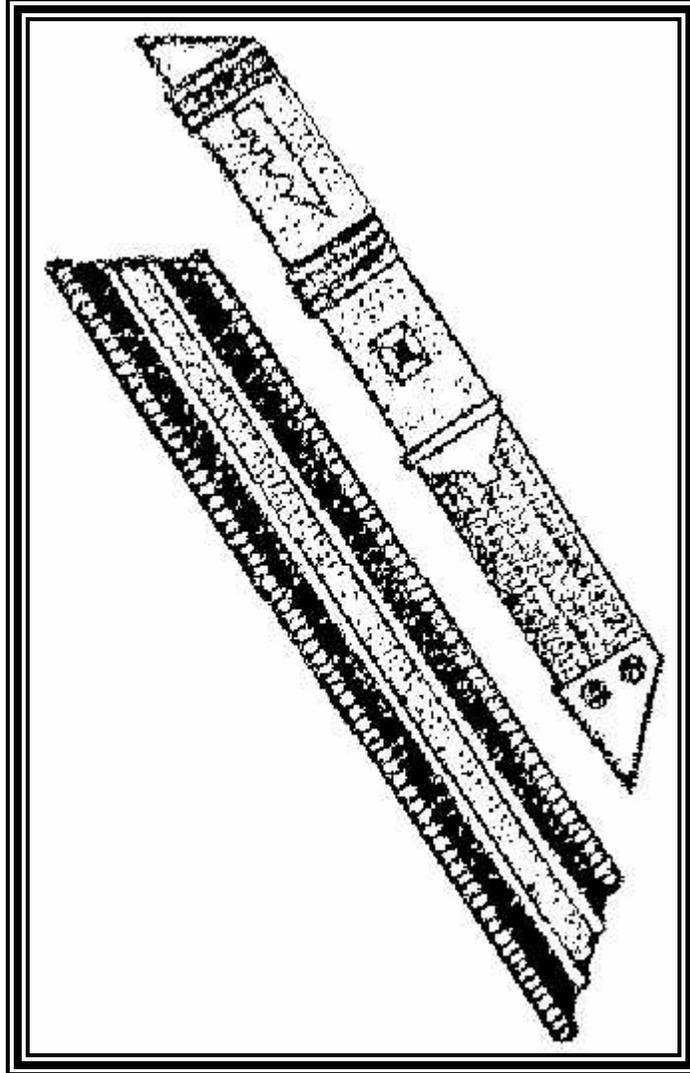
Uniform Honorific Badges

The insignias may be worn on the tunic or sash of the uniform. Only the highest honorific is worn.



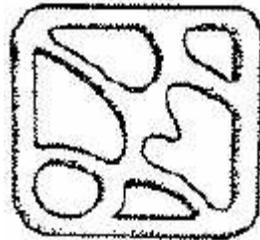
Uniform Sash

These are typical uniform sashes. The sash on the left is a duty sash, worn with battle armor (Imperial uniform tunic). The duty sash is generally silver in color, though ship executive officers and above may wear gold colored sashes. The sash on the right is a dress sash, which may be worn with a dress uniform or with civilian clothes. Many variants exist on both these themes.



Homeworld/House Badge

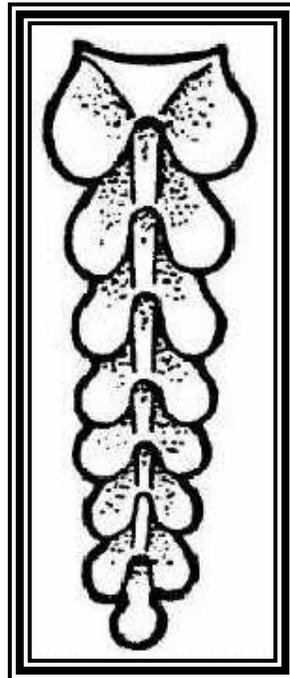
The Homeworld Badge denotes that wearer was born on the Homeworld. House badges may be worn as a substitute.



Imperial Homeworld Badge

Uniform Spine Armor

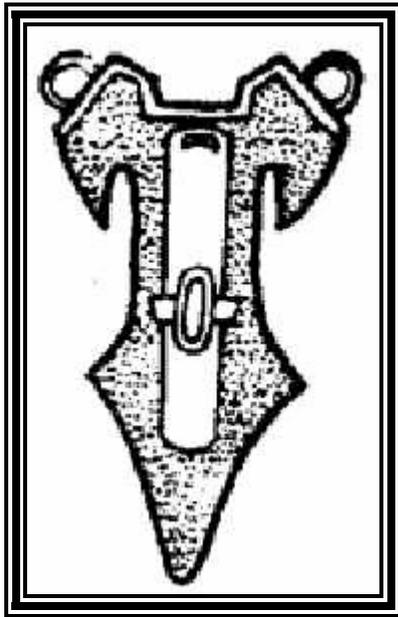
Spine Armor Scales for all Imperial uniforms, including at-home dress. The protruding nature of the Klingon spine and constant clan hostility makes this armor necessary.



Spine Armor

Daqtagh and Scabbard

Scabbard for a daqtagh. Other styles exist. No living adult Klingon goes without a blade of some sort.



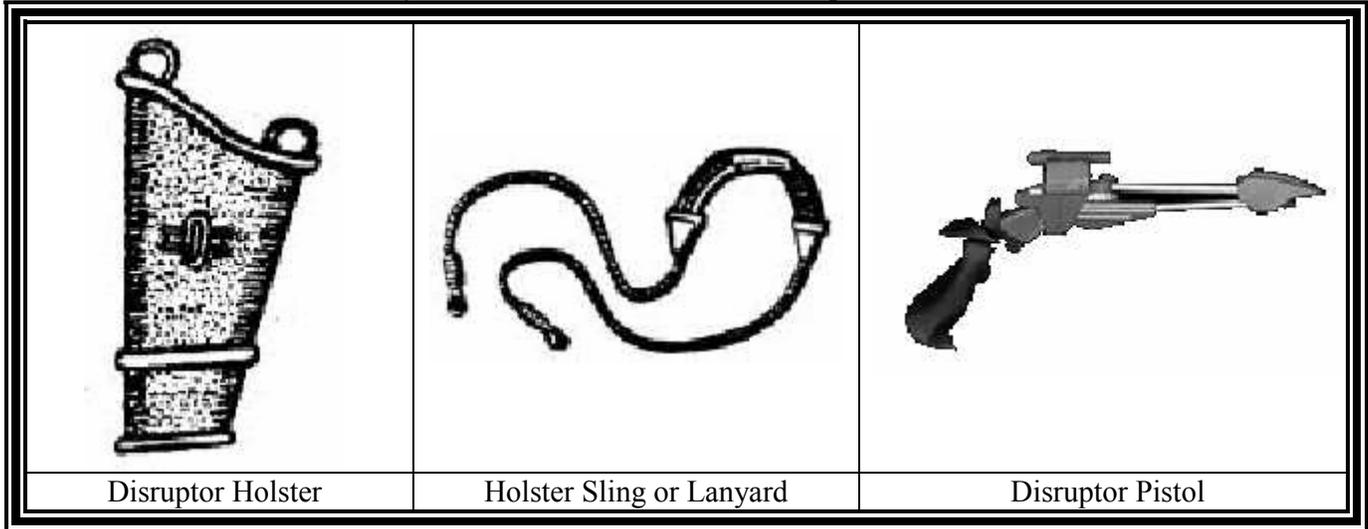
Daqtagh Scabbard



Daqtagh Dagger

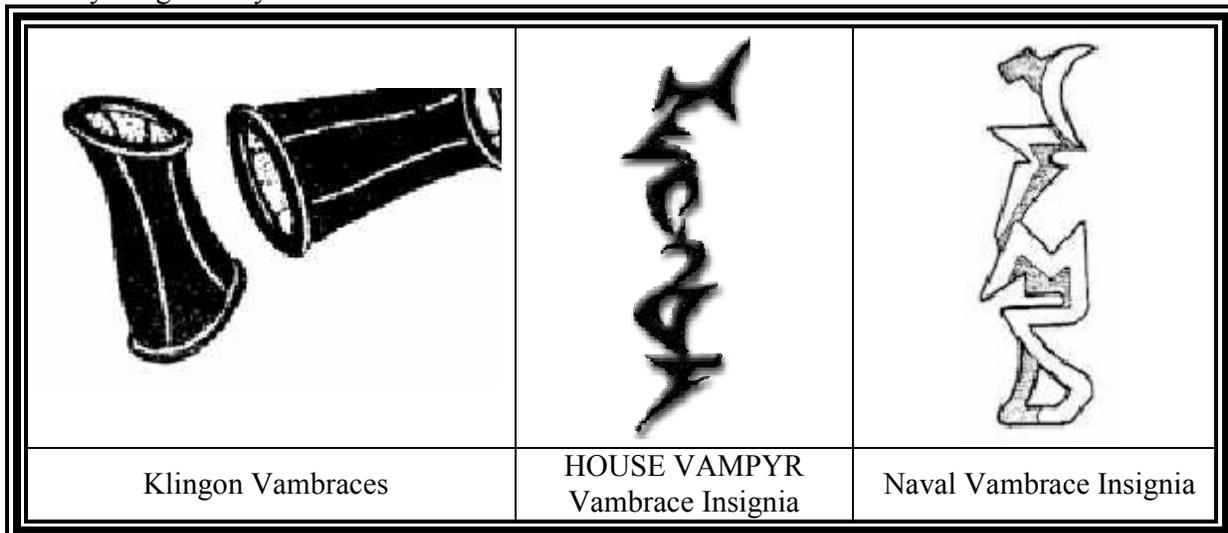
Disruptor Holster and Holster Sling

The disruptor holster and holster sling for Imperial Uniform are used for the Type 3 and Type 6 disruptors and the Death Sting phaser. Some holsters have a tie down at the bottom to tie it to the leg for stability. Left-handed individuals usually wear this holster in a cross-draw position.



Uniform Vambraces

Vambraces, or armguards, or wrist guards, are an essential part of Klingon apparel. Even civilian Klingons usually wear some type of vambraces, as a defensive aid against possible attackers. Vambrace insignia are worn by officers. The standard naval insignia and HOUSE VAMPYR insignia are shown (not to scale); clan/family insignia may be substituted.

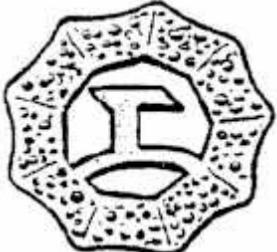
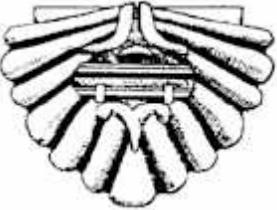


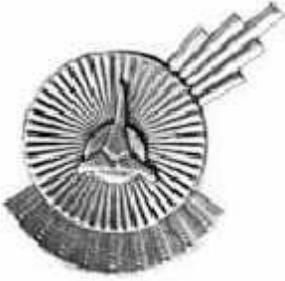
INSIGNIA AND QUALIFICATION BADGES

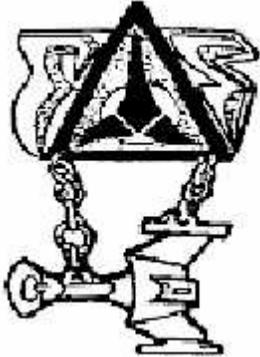
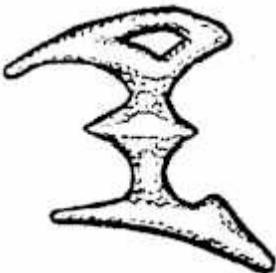
Badge	Designation	Description
	Imperial Diplomatic Corps Emblem	Only worn by designated Ambassadors. The High Council designates ambassadors.
	High Council Member	Worn on the cloak by members of the High
	Shield of Tradition.	Awarded by the Uniform Guild to designate individuals who have demonstrated proficiency in producing competition-quality Klingon and other uniforms Once awarded this badge, the recipient becomes a member of the Uniform Guild
	Tactics Medal	Awarded by the Tactics Board to designate individuals as qualified starship tacticians. Once awarded this badge, the recipient becomes a member of the Tactics Board.

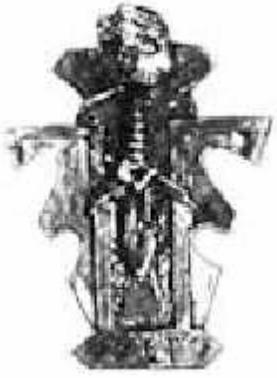
AWARDS and DECORATIONS

If your superior thinks you are deserving, he will recommend you for a medal. Show your commander the extra work you are doing above and beyond the norm and you are likely to be rewarded. If you think a comrade is worthy of a medal, recommend him to his superior or, if you think your CO is doing an exceptional job, send kudos to one of the Fleet Staff.

Award	Designation	Description
	<p style="text-align: center;">Medal of Honor</p>	<p>Highest award in the fleet. Awarded only by the High Council for superior dedication and personal sacrifice on behalf of the Fleet.</p>
	<p style="text-align: center;">Sword of the Empire</p>	<p>Second highest award in the HOUSE VAMPYR. Awarded only by the High Council for superior meritorious achievement while serving in uniform.</p>
	<p style="text-align: center;">Superior Service Medal</p>	<p>Awarded only by the High Council to those who have set an extraordinary example to follow in selfless service on behalf of and in support of the fleet.</p>

Award	Designation	Description
	<p>Meritorious Service Medal</p>	<p>Awarded by a Flag Officer (Brigadier or above) to those who have set an excellent example to follow in selfless service on behalf of and in support of the fleet.</p>
	<p>Honored Service Medal</p>	<p>Awarded by Chapter Commanders or above to individuals who have demonstrated outstanding dedication through selfless service on behalf of and in support of the ship.</p>
	<p>Diplomatic Service Shield 1st Class</p>	<p>Awarded only by the High Council for 1st Class outstanding achievement or superior service while serving the fleet in an official ambassadorial, emissarial or liaison capacity.</p>
	<p>Diplomatic Service Shield 2nd Class.</p>	<p>Awarded only by the High Council for 2nd Class. meritorious achievement or service while serving the fleet in an official ambassadorial, emissarial or liaison capacity</p>

Award	Designation	Description
	Medal of Valor	<p>Awarded by a Flag Officer (Brigadier or above) for demonstrating courage by participating in personal competition against all comers (in masquerade or costume call at a major convention), or by performing solo, duo or trio at a Klingon Feast.</p>
	Chop jiH Medal	<p>Awarded by a Flag Officer (Brigadier or above) for demonstrating superior skills in personal competition by winning 1st Place (in masquerade or costume call at a major convention)</p>
	Master of Discipline	<p>Awarded by a Flag Officer (Brigadier or above) to individuals for demonstrating superior stamina in difficult situations while in full Imperial uniform.</p>
	Torturer's Apprentice	<p>Awarded by a Flag Officer (Brigadier or above) to individuals for demonstrating superior ability in putting other individuals (especially members of the opposite sex) into stressful states of mind.</p>

Award	Designation	Description
	<p>NomHoH</p>	<p>Awarded by a Flag Officer (Brigadier or above) to those who, upon their first attempt at a new activity (first masquerade, first SFB game, first performance, etc.) do extraordinarily well, defeating all their opponents or causing massive disruption in the enemy, etc.</p>
	<p>Bird of Prey Medal</p>	<p>Awarded by Chapter Commanders or above to individuals who have set an outstanding example for the fellow shipmates to follow, either through their dedication or their effort</p>
	<p>Award of Kahless</p>	<p>Awarded by Chapter Commanders or above to individuals who have performed meritorious service while leading a successfully expedition or landing party at a convention, charity event, or other public activity where fleet personnel will be noticed by others.</p>

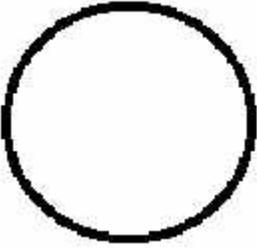
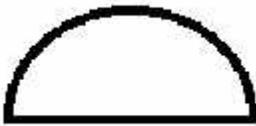
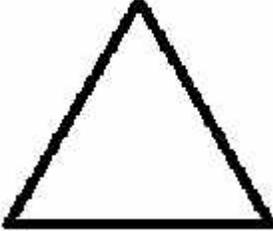
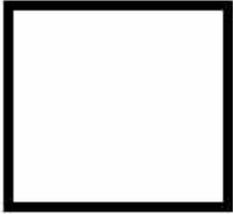
Award	Designation	Description
	<p>Fast Attack Medal</p>	<p>Awarded by Chapter Commanders or above to individuals who have performed assigned tasks in an exceptional manner. This is the "Did a Great Job" medal. Task does not have to be while in uniform.</p>

Service Awards

The service award is worn on the sash, right arm or right breast of the uniform. The service award consists of a narrow gold, silver or black bar (if worn on the breast or sash) or band (if worn around the arm or on the sash) up to 1/2" wide for each year of service. Once an individual achieves his fourth year of service (and for every fourth year) the three narrow bars/bands are replaced by a wide bar or band up to 1-1/4" wide.

Campaign Medal

A campaign medal is awarded for successful campaigns (conventions, community service activities, lazer tag battles, etc.). The design of the award indicates the number of campaigns completed:

10 – 19	20 – 29	30 – 39	40 – 49
			

The medal does not have to be merely a plain circle or triangle; it may be more ornate as long as it is the proper shape. Note that the number of ‘sides’ of the medal denotes the number of campaigns; 50 campaigns is depicted by a five-sided medal, 60 by a six-sided, etc.. Note that campaigns do NOT include meetings, headpiece sessions, cookouts, picnics, or any other event which is not public. Uniformed convention appearances, library and hospital visits, museum appearances, telethons, movie premiers and uniformed events in shopping malls are examples of campaigns. Non-uniformed events must be approved as campaigns by the Council to count for the purpose of this badge.

KLINGON CULTURE

Klingons

The Klingon empire as we know it today has been over the years both ally and enemy of the United Federation of Planets and the Romulan Empire. The "pure" or Imperial Klingon is the type seen on STAR TREK: THE NEXT GENERATION, STAR TREK: DEEP SPACE NINE or the STAR TREK MOTION PICTURES. There have been many campaigns on many worlds and as a result, there are hybrid Klingons. These individuals are the result of mating between Klingons and other races (mostly Humans). In every case hybrid Klingons still have ridges on their Quch. Klingon - Human hybrids may be of smaller size and usually have subdued Quch ridges. They look more like the Klingons from the original STAR TREK series. There are rumored to be hybrid Romulan - Klingons, from the time when we were allied with the Romulans. These Klingons have ridges on the Quch, plus the addition of the characteristic pointed ears and pointed eyebrows. They are widely regarded to be an abomination now.

Klingon Culture

The Klingon home world is named "Qo'noS", or alternatively "tlhingan Hai" (in the old tongue) . It is the second planet in the system and it orbits a large red star "". The planet has only one large land mass, with the rest being ocean. The planet and it is an old world that has very limited resources. The planet had a single moon "praQIS" (Praxis) which was destroyed before the time of the Khitomer Accords. Praxis was the major source for metal ores and dilithium. When the moon exploded the axis of the planet shifted. The explosion of the moon caused atmospheric deterioration on Qo'noS. This, combined with an axial shift in it's rotation, has produced extreme temperature ranges as well as constant severe storms which constantly batter the surface. There are few pollutants and virtually everything is recycled due the limitations of our resources. Qo'noS is the center of Klingon government and the location of the Imperial Council. The architecture of the home world is simple, with large buildings being constructed of stone in basic pyramid shapes. The original buildings were expanded by the additions of tunnels and archways. Warrior buildings are basic solid structures, being easily defended and secure. The civilian population lives in a less austere environment with greater attention to comfort and aesthetic appearances.

Rites of Passage: Ascencion - nentay

Rites of passage and tests of warrior skill are revered signposts of Klingon maturity, often involving to-the-death combat with primitive blade and blunt weaponry. While our technological level has long since evolved toward more efficient weapon and combat systems, most "disagreements" between Klingons are still settled using the ancient hand-to-hand methods. These weapons and methods are also more suited to fighting aboard space faring vessels.

Currently the Fleet recognizes warriors who have achieved certain passages, with the Rite of the 'O'ar. This event is supported at most official functions of the Fleet. It is almost exclusively seen in HOUSE VAMPYR, although the Rite, and it's origins are ancient, and from far across the Galaxy.

Duty, honor and loyalty are of the highest regard in Klingon society. Loyalty is particular is also highly prized within the HOUSE VAMPYR. Klingons live for service to the Empire. A warrior will die in battle if it will bring success to the Empire and honor to his or her own line. A Klingon will not throw his life away; we desire to live as do all intelligent beings.

Personal Names

Most Klingons are known by their first name. It is preferred that your first name be unique. Klingon names can be varied; popular first letters for Klingon names are q, Q, b, t. Any letter may be used; it is a personal choice. Try to avoid a name someone else has already chosen. You don't want to be associated with someone else's mistakes or have someone else take credit for your successes. Choose a name with no more than three syllables, and which can easily be shouted across a room. It is best if it is one which is easily remembered. Last names, sometimes referred to as line or ancestral names, are very important. A warrior is responsible for his family's honor for seven generations. You may establish your own line name, or you may ask to join an existing line.

Examples of first names currently in use in the fleet:

BuraD/ buraD	K'lor/ QI'lor	K'taH/ QI'taH
ChISwI' / chISwI'	HeSwI'	Ta'ra'/ ta'ra'
Kolgar / qolghar	'IHbe'	jatyIn
jaHrI'	SaroH	Kor'ect / Qor'etlh

Examples of Line/House names in use in the fleet:

BuraD / buraD	K'lor / QI'lor	ToS / toS
SuvwI'vaj	Torgh / torgh	Maw'wI' / maw'wI'
SeptaH	W'ehleyr / weHley'Ir	MagnI' / maghnl'

Names on the left of the “/” denote the common, or Klingonaase spelling / tlhIngan Hol qonpu'. Names on the right side of the “/” denote names spelled using the modern Klingon transcription form, as you would see it in the Klingon Dictionary (TKD), from Pocket Books I. Please note that many names are written exclusively in this form now.

Be sure to consult TKD prior to choosing your warriors name, to avoid calling yourself something foolish. Names should not be chosen from this source, unless you wish to be called by your spirit or avocation. Most names have no direct translation into tlhIngan Hol.

You may also wish to establish a lineage, a personal history. It is recommended that you do not use characters on the show as ancestors. In addition, it is best to remember that fictional backstories or histories can be fun, but people will remember you for who you are and what you have done, not for what your persona has done in the fictional Star Trek universe.

Klingon Alphabets

There are two basic alphabets in use today. The oldest one was featured on the original "STAR TREK" series and is pictured below. Note that there are no characters for the letters C or Q. There are special characters for the sounds TH, OO and NG.

Classic Alphabet

												
a	b	c	d	e	f	g	h	i	j	k	l	m

												
n	o	p	r	s	t	u	v	w	x	y	z	th

									
1	2	3	4	5	6	7	8	9	0

Current Alphabet

The newer alphabet is featured below. It is written in conjunction with the construction of the Klingon Dictionary by Mark Okrand. Note that there are no characters for the letters C, F, G, K, X, or Z. There are special characters for the sounds CH, GH, NG and TLH.

												
a	b	ch	d	e	gh	h	i	j	l	m	n	ng
												
o	p	q	Q	r	s	t	tlh	u	v	w	y	
												
1	2	3	4	5	6	7	8	9	0			

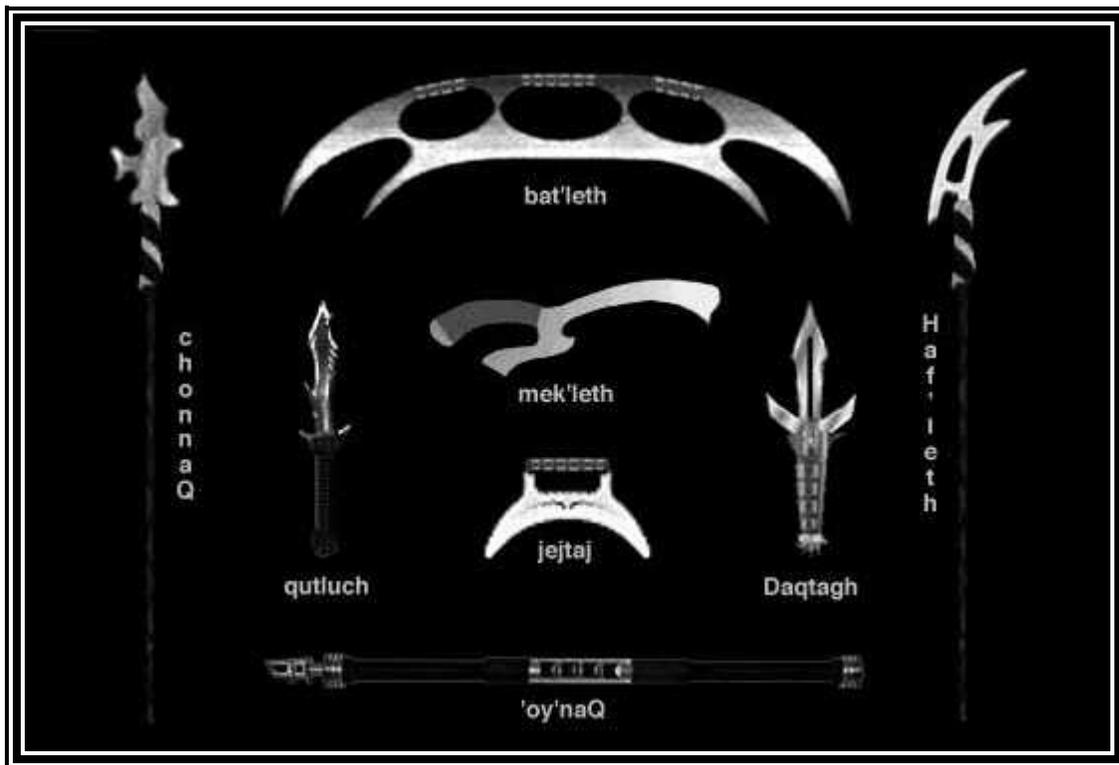
Klingon Handwriting

As you participate in activities, particularly community activities, you will probably be asked for your autograph by young people. In order to avoid personal embarrassment, you must know how to write your name in Klingon. Following is a guide, thoughtfully provided by the Klingon Language Institute.

roman	plq&D	grid	stroke 1	stroke 2	stroke 3	stroke 4	stroke 5
m							
n							
ng							
p							
q							
Q							
r							
s							
t							
th							
v							
w							
y							
p							
e							
i							
o							
u							
-							

Klingon Weapons

Klingons generally always carry weapons of some type. As we have encountered many various races in the universe, and since we were once allied to the Federation, weapon types vary a great deal. A warrior may carry phasers, disruptors, knives, etc. Klingons prefer their own weapons but many warriors have developed a fondness for captured or Federation weapons. The choice of weapons is up to the individual. Large weapons such as swords or pole type weapons are not generally carried but are usually displayed somewhere as honor weapons.



Traditional Klingon Weapons



Klingon Disruptor Weapons

Club Weapons Policy

When attending conventions or fan related events, the weapons policy of the hosting organization shall prevail. Metal weapons should normally not be worn at any hospital or school events. If in doubt, check with your chapter commander. Unless specifically authorized by your Commanding Officer, no one under the age of 18 shall be allowed to carry metal edged weapons. In NO EVENT shall anyone under the age of 16 be allowed to carry metal edged weapons. When exposing a weapon for photographic purposes, always be aware of safety issues. NEVER perform an action with an exposed weapon that could be misconstrued as an attack or threat! FAILURE TO COMPLY WITH THIS POLICY SHALL RESULT IN DISCIPLINARY ACTION. Remember, in most situations you will be seen as a representative of the fleet, and everything you do should reflect what you want other people to think of the fleet as a whole.

Borethngan Ra'

Within the House Vampyr there is a military order of warrior/healers (similar in some respects to the Knights Hospitallers in Terran history) called the Borethngan Ra'. These warriors hold the teachings of Kahless in sacred trust, and constantly train in the skills necessary to heal the wounded and cure the ill, so as to return the warrior to duty as quickly as possible. They seek to enable the warrior to meet his fate in battle, rather than in a hospital bed. In this way they help the warrior to meet Kahless as he should, covered with glory and the blood of his enemies. Due to their expertise in medicine and science, the Borethngan Ra' also serve as interrogators, to assist in keeping prisoners alive until they may be of service to the Empire by revealing useful information.

History

The monastery established on Boreth (the planet orbiting the star Kahless promised to return to) maintains the stories and traditions of the Klingon race. A resurgence in spiritual interest occurred when the clone of Kahless was created on Boreth. The tremendous surge in the number of young Klingons making a pilgrimage to Boreth led to the development of a powerful religious sect. The simple monastic life of prayer and awaiting the return of Kahless progressed to the opening of mystic channels of healing powers, resolute warrior strength and strict discipline. These powers and rituals are closely guarded secrets, and full knowledge is limited to the Ancients of the order.

In order to maintain this secrecy (and to better focus the individual's energy into service, rather than glory), the order has established a strict hierarchy, with limited numbers of positions available for progress above the rank of "Prelate". Borethngan Ra' (also called simply "the Ra' ") may sometimes be recognized by a streak of grey or white hair they have in their hair at each temple. They may wear standard battledress, but frequently also wear specialized robes and uniforms which make them easily identifiable. Members of the Ra' also serve occasionally as covert operatives, seeking out those who have information valuable to the Empire and using their skills to extract the information. The Ra' also has a small military branch which serves as guards for high ranking officials of the order and for monasteries. These are commonly called "Kahless Guards".

Service in the Fleet

The Ra' serve on ships as do other warriors, but only in medical or scientific posts. They are under the authority of the commander of their ship, but all points accrued by them in service are forwarded to the head of the order. The order is responsible for promoting them and keeping track of their achievements. The Ra' have their own rank system, which is similar in structure to the military rank system in that the points required for each promotion correspond to their military counterpart. Borethngan Ra' may be of any rank and still serve on any ship. Ship commanders and flag rank officers may recommend the Ra' for awards and medals as they would anyone under their command. Borethngan Ra' may be awarded honorifics. The members of the order are subject to the wishes of the High Council, as are any other fleet members.

Fleet members may choose to become members of the Borethngan Ra' rather than being commissioned as Ensigns. In addition, any Fleet officer may become a member of the Ra' if he/she so wishes. An individual may not become a member of the Ra' until he has proved him/herself as a warrior and is ready to be commissioned (and therefore also has a uniform).

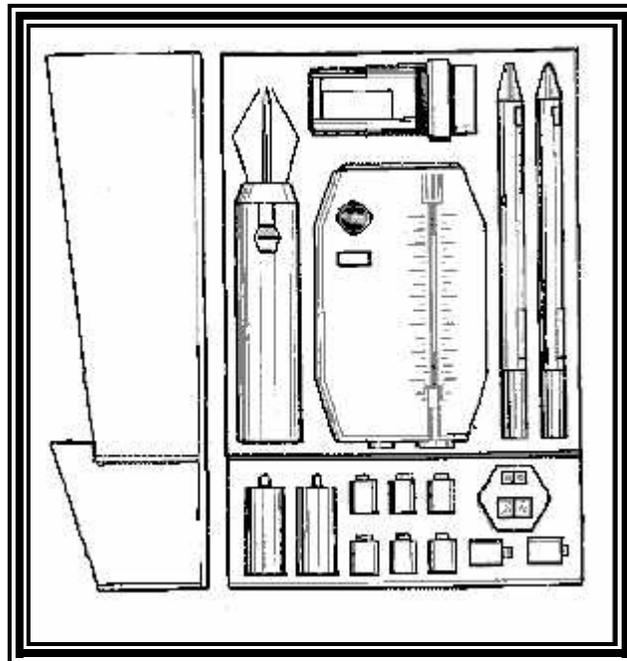
Klingon Medicine

Medical Philosophy

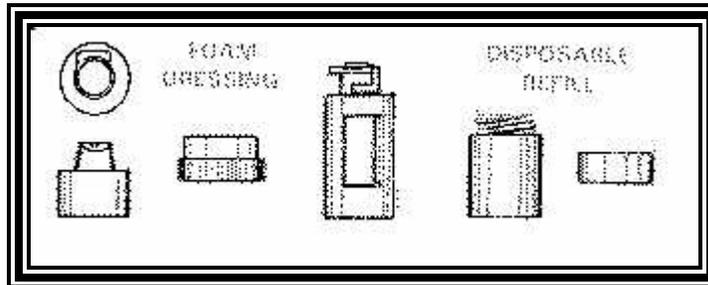
Many people outside of the Empire seem to think that Klingon medicine is very primitive. This is not true, as evidenced by the many breakthroughs in the genetic sciences that are only now being duplicated by Federation (and Romulan) scientists. The major difference in the medical care administered by Klingon and Federation medical personnel is in the concept of triage (the judgement made by the onsite medical personnel regarding the order of treatment of severely wounded or ill patients). Whereas Federation doctors would treat severe trauma patients on a worst wounded--first treated basis, Klingon doctors use entirely different criterion in this decision. The Klingon doctor must decide whether it would be cost effective to repair an individual. If it would be less costly to let an individual die (and train a replacement), the patient is not treated. On the other hand, if a patient's knowledge and skill is termed invaluable, no cost would be spared to save the patient's life. Klingon doctors (and patients) do not worry much about pain. This is reflected in that Klingon doctors have fewer mild anesthetics and pain killers available to them. Klingons are not, however, adverse to using heavy pain blocking drugs to block crippling pain. If a pain killer is required to place an otherwise incapacitated man back on the job, a doctor will not hesitate to use it. Likewise, Klingons do not worry as much about how a repair looks as how well it functions. Plastic surgery for cosmetic purposes is unheard of, but its use in espionage is well known. If major surgery leaves a scar, this is readily accepted. Klingons wear their scars proudly.

Medical Equipment

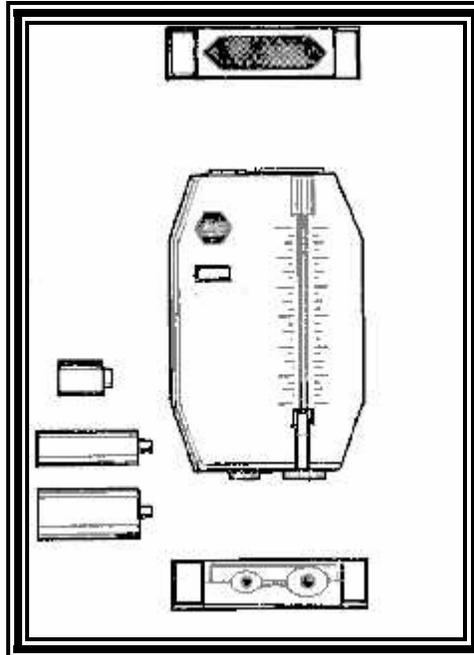
MEDICAL POUCH: Unlike Federation doctors, Klingon medics have only one medical pouch, containing everything the doctor is likely to need. The medical pouch contains the following: one foam dressing applicator, one vital signs reader, one organic suture, two laser scalpels (beam diameter carried varies according to the perceived needs of the medical officer), one pneumatic hypodermic, two spare pressure cylinders, and nine medicine cylinders, including light and medium sedatives, light and medium stimulants, a general purpose poison antidote, a pain blocking drug, a pain enhancing drug, a truth drug, and an endurance booster. These items will be explained in greater detail in this section. Note also that Klingons do not have any functional equivalent of the smaller Federation medical field kit. This is not to say that Federation medics are under-equipped. Rather, in situations where a Federation team's medical officer would carry only the small field kit, an equivalent Klingon team would likely have no medical officer along at all!



FOAM DRESSING APPLICATOR: This is different from the Federation Spray Dressing only in appearance. When the unit is empty, screw cap disposable refills are available.



PNEUMATIC HYPODERMIC: A flat object shaped somewhat like a bar of soap, the hypodermic has two holes at one end for the insertion of one medicine cylinder and one air cylinder. At the opposite end is a wide screen which is the injector. The large upper surface consists of a slide for selecting the dosage to be injected, a push-button to inject the medication, and a two digit LED that tells the amount of medicine remaining in the medicine cylinder. A full medicine cylinder contains 10 units of medicine each. The hypodermic can inject up to two units at a time, but is usually set for one (that being the normal dose). An air cylinder contains enough pressure to give 50 injections, after which time it must be replaced.



Drugs

The following drugs are typically available to a Klingon doctor: Light, Medium, and Heavy Stimulants, Light, Medium, and Heavy Sedatives, Tri-ox Compound, Sterilite, Neural Paralyzer, Endurance Booster, and a number of poison antidotes. Some of these drugs are described as follows:

ENDURANCE BOOSTER: This drug enhances the endurance of the patient for one to several hours, depending on the individual. Once the drug wears off, the individual will feel weak, or may even faint if severely weakened prior to taking the drug. The drug, despite its dangerous nature, might be given to a crewman or officer who could not be spared from his position at a critical moment. It would allow the person to return to duty temporarily.

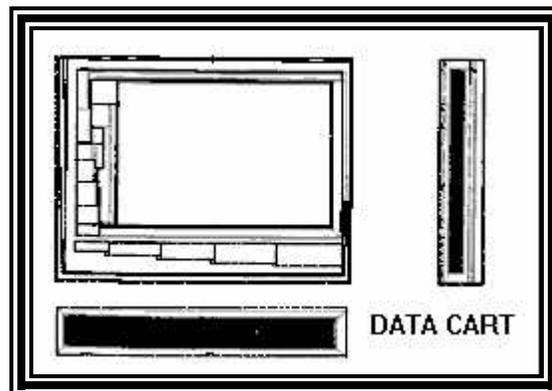
PAIN BLOCKING DRUG: This drug will block all pain from any wound for several hours. During this time, the patient will feel no pain, and will not be rendered unconsciousness. Of course, if the victim weakens too much, he will still eventually pass out. Note that a person under the influence of this drug may not notice being injured further. This drug has a side effect, reducing the alertness of the individual during its effect period, thus making it unsuitable for widespread use on combat troops. Certain berserker units of Klingon Marines are believed to use this drug on suicide missions.

PAIN ENHANCING DRUG: This drug magnifies the pain that is felt by the victim. During the time that the drug is active the victim is also more resistant to pain-induced unconsciousness.

SUGGESTIBILITY DRUG: For a time period lasting several hours, the victim is very suggestible. For most individuals, unless they are extremely resistant, the victim will believe whatever he is told, depending on the plausibility of the statement involved. (If the victim is told that his hand is missing when it obviously is not, he will probably not believe this statement ..unless he for some reason cannot feel or see his hand.) The drug cannot force an individual to take actions he or she would not normally take, but the person can be influenced to believe something about another individual or situation which is not true, which may precipitate the desired action as if it was.

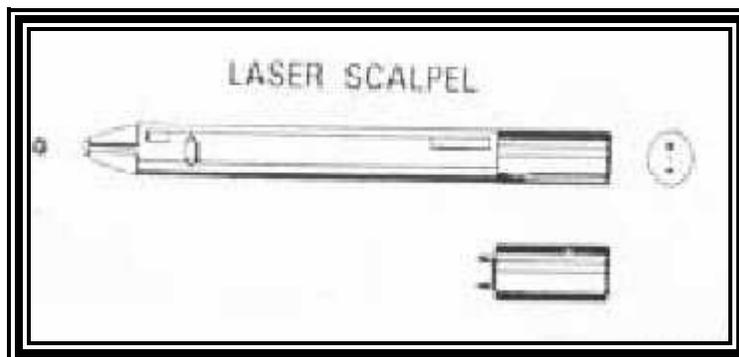
Biosupport & Monitor System

This device looks much like a large box with sensor cables, intravenous tubes, and one large cable running out of it. The cable is tipped with the standard data cart connector, and this requires the Biosupport & Monitor System be plugged into the data cart slot on the Portable Computing Recorder (see the EQUIPMENT section). These two units can be used to monitor vital signs and supply support suggestions. The Biosupport section also contains a large supply of drugs, which the unit can administer automatically in an emergency. (This feature can be overridden by the operator at any stage.) This device has several uses, from the support of massive-trauma patients to the support of prisoners undergoing traumatic torture.



Laser Scalpels

The laser scalpel is long and pencil-shaped, with a rechargeable power supply plugging in the end. (A full charge will last about three hours of continuous use.) There are seven beam diameters available: 000, 00, 0, 1, 2, 3, and 5.

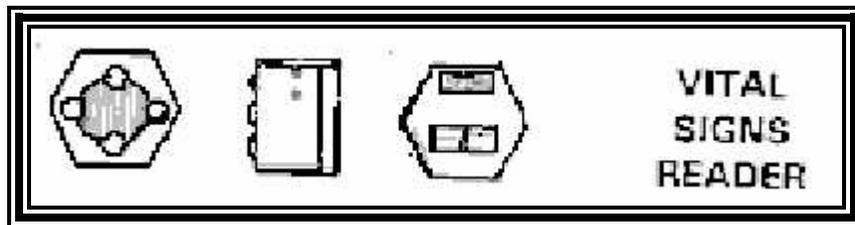


Diagnostic / Support Table & Panels

These are similar in many respects to the Federation versions, the basic differences being that the display is totally programmable (unlike the vertical slide scales of the Federation panel). The side panels not only provide a means of programming and/or retrieving medical data into the system, but also provide a large supply of drugs for the maintenance of the patient. These tables are also found in the operating room. In addition to the tables (and mounted to the wall between the tables) are surgical benches. These also contain a data retrieval system, and have two instrument trays that swing out for use. These instrument trays include both modern instruments and emergency backups (bladed scalpels, etc.)

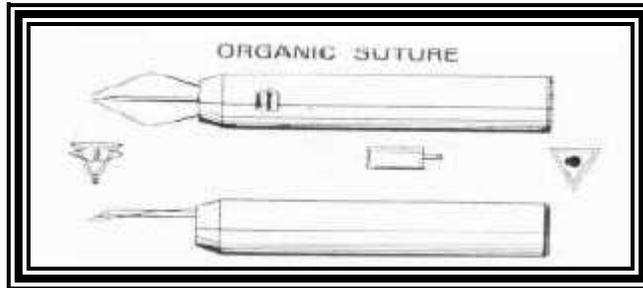
Vital Signs Reader

The Vital Signs Reader is a hexagonal shaped object about 20 millimeters across and 12 millimeters thick. On the top surface it has a two digit LED and two control buttons. On the bottom surface is a sensor pad, and on one of the six sides is a recharge socket similar to that on the Laser Scalpel. A full charge on the Vital Signs Reader lasts about 10 hours. The Vital Signs Reader is not quite as handy to use as the Federation Medical Feinberger. It must be pressed, sensor pad down, against the skin of the patient, and then one or both of the buttons pressed. Pressing the left button reads out the heart rate of the patient, while pressing the right button gives the patient's respiration rate. Pressing both buttons at the same time will give the patient's blood pressure. The device requires a small amount of time before it will give the readout requested. During this time it must remain pressed against the skin of the patient. Anyone may use the device if they know which button (or buttons) to press.



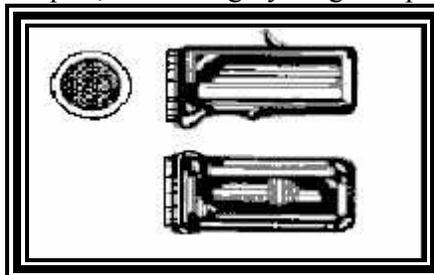
Organic Suture

Unlike the Federation Protoplaser, the Klingons use an Organic Suture to close wounds. This device extrudes a very fine organic fiber, which is then literally knitted into the wound by the two small arms (somewhat as a spider spins a web) to seal the wound. In the back is a small fluid reservoir that holds enough fluid to last about thirty minutes of continuous use.



Agonizer

The Klingon agonizer is carried by most top-rank officers aboard ship, most notably the Captain, First Officer, Security Officer, Medical Officer and Marine Officer. The short cylindrical device has a contact grid on one end, a finger-grip groove on the bottom, and a thumb slide on top which controls the intensity. Several other models of agonizer exist; they all have similar functions and variable intensity. The model shown at top is the Medical Agonizer, the one below is the Type 1 Standard Agonizer. The medical agonizer is usually applied to the left shoulder to work properly. (The left chest position is preferred, or upper chest, and can make contact through normal light clothing. Sliding the thumb slide forward produces anything from mild discomfort to crippling pain to unbearable agony at the user's desire. The pain produced is not localized in the contact area, except at lower power settings.) It is mostly used for discipline and torture. In cases where an individual must be kept awake for a particular reason, and drugs are not available, the agonizer is commonly used. This may be for medical reasons, or for tactical situations. There are rumors that certain cultures, perhaps even the Federation, have developed drugs which mask the agonizer effect. Such drugs would undoubtedly have side effects and would only be available to undercover agents and other critical personnel trained to use them only in emergency. Such drugs are known to exist within the Empire, but are highly illegal to produce, sell, use or possess.



Ex-Federation Officers

Due to our previous alliance with the United Federation of Planets and to a desire to educate everyone in the benefits and accomplishments of Klingon society, the House Vampyr allows Maquis, ex-Starfleet and other alien personnel to serve on Klingon vessels. Ex-Starfleet personnel may serve in many positions on Klingon vessels, except for security positions and as ship commanders on Klingon designed vessels.

Alien Officer Rank Structure

Rank	Description
Crewman 2d Class	This is the entrance rank for new members. Those individuals with this rank should seek out a department on board the ship which represents a particular area of interest, and begin developing their persona and uniform.
Crewman 1st Class	Achieving this rank indicates participation in the activities of the ship and fleet.
Petty Officer	Achievement of this rank indicates continued participation in fleet/ship activities.
Warrant Officer	This rank represents the equivalent of a non-commissioned officer position. Achievement of this rank indicates excellent participation in ship/fleet activities. This is the highest rank for crew under the age of 15. This is the highest rank which may be attained without a service uniform.
Officer Ranks	Officer ranks are the same as for Klingons. Ex-Starfleet officer personnel must have a Starfleet uniform; ST original series, ST movies, or either ST:TNG, DS9, Voyager or Enterprise style is appropriate.

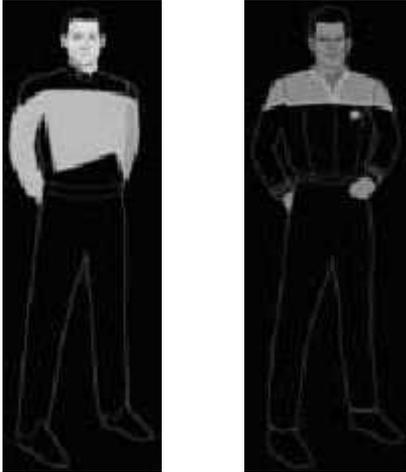
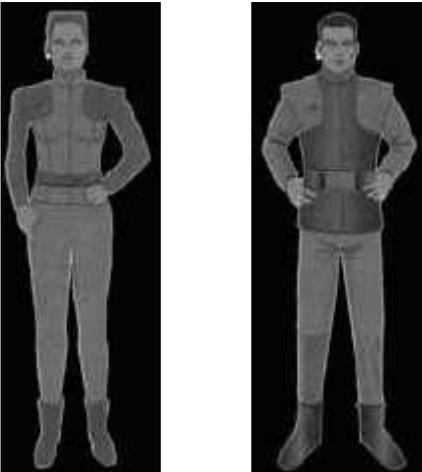
Weapons

Alien personnel serving on HOUSE VAMPYR ships are expected to carry a weapon at all times, just as Klingon warriors do. Contrary to practice on Starfleet vessels, ex-Starfleet personnel on HOUSE VAMPYR ships may carry any type of hand weapon they feel comfortable with (Klingon, Federation, Romulan, etc.). All HOUSE VAMPYR regulations regarding the carrying of weapons are to be followed by ex-Starfleet personnel.

Alien Officer Uniforms

Several different kinds of uniforms are authorized for ex-Starfleet and alien personnel.

Uniform	Description
	<p>ST original series uniform: In appropriate color for department. Lieutenant JG and above may wear a waist sash such as in the episode "Mirror, Mirror". Service and campaign awards and medals may be worn on the end of the sash which hangs down.</p>
	<p>ST movie uniforms: Do not wear the ST: The Movie (ST I) uniform. You will be thought to be weak. The uniform from the other movies is acceptable, with appropriate trim for department as per regulation. Officers may wear the HOUSE VAMPYR belt buckle in lieu of the Starfleet belt buckle, to differentiate themselves from other Starfleet officers. No sashes. Service awards on this uniform will be per Starfleet regulations. Campaign awards and medals may be worn on the left breast as Starfleet awards are.</p>

Uniform	Description
	<p>ST:TNG, DS9 and Voyager uniforms: Either the jumpsuits or the various newer shirts and pants may be worn, in appropriate department colors. Lieutenant and above may wear a belt or sash similar to that worn in the episode "the other Enterprise", or may wear a Klingon sash if they have been awarded the privilege. Service and campaign awards and medals may be worn on the sash or belt.</p>
	<p>Bajoran uniforms: Any of the Bajoran uniforms may be worn. A sash is permitted for ranks authorized to wear it.</p>

LEADERSHIP ANNEX

This annex to the House Vampyr Handbook is designed to be an aid to ship commanders, flag officers and council representatives in the execution of their duties as leaders within the fleet.

The Basics

Here's a few basic things to remember as you perform your duties:

1. Remember that this is a FAN CLUB --- NOT REAL LIFE. You're not going to be able to order anyone around and get away with it (especially if the person is your girlfriend or boyfriend). All you'll do is make lots of enemies. The members of this fleet are all VOLUNTEERS; they don't have to be here, and they don't owe you anything. You have to earn their respect, you can't demand it.
2. Encourage UNIFORMED attendance at public activities, where appropriate. Uniforms, headpieces and good makeup are what set us apart and make us memorable. We have won numerous awards against worthy opponents; we have high standards and expect you to try to meet them. You can find Feddies everywhere; a good-looking, believable Klingon is hard to find. Don't look like a human in a Klingon uniform, look like a Klingon.
3. Remember, and remind your people, that when you are at a public appearance you are representing all of us (and fandom in general). If you don't want people to think of us as geeks or jerks, don't act like one. Heckling of other acts or performances while they are on stage is dishonorable and will not be tolerated. When you are at charity or school events this is particularly important. If you want to take an example from the show, it's better to act like Worf at such events than like most other Klingons. Be Klingon, but be courteous to outsiders; that way you'll be invited back next time.

Fleet Structure

Each chapter in the fleet is semi-autonomous. Each chapter is organized as either a ship, fighter wing, or marine battalion, as stated in the main handbook. The smallest size for a chapter is five individuals over the age of 15. Most new chapters will probably be started by splitting off from an existing chapter; in these cases the members of the existing chapter will choose which chapter they wish to go with. All new chapters and who commands them must be approved by the High Council. Chapter commanders must be at least Lieutenant, as previously stated, and must be 21 or older.

When a new chapter is started in an area where no previous HOUSE VAMPYR chapter (and no fleet members) existed before, the High Council will establish the requirements to be met by the new chapter. New chapters will normally be started in such an area by inducting individuals into the HOUSE VAMPYR as new recruits and "growing" the new chapters. Complete chapters will not normally be recruited en masse, as a group, from outside organizations. Induction of whole groups (i.e. existing ships or outposts from other organizations) into the HOUSE VAMPYR is by invitation only from the High Council.

High Council

The High Council is the governing body of the fleet. Its functions are described in the main part of the handbook.

Chapter Commander's Responsibilities

The chapter commander is responsible for conducting monthly meetings, supervising chapter activities, recording and submitting accumulation of service and honor points, and other duties as directed by the High Council. Specific tasks should be delegated to other officers to facilitate ease of operation and encourage participation.

Primary Responsibilities

Chapter commanders and flag officers have three primary responsibilities:

1. Set the example. Chapter commanders, as the senior officer of their chapter, are expected to set the example in demeanor and appearance. They should strive to improve their uniforms and makeup continually, and encourage their crew to do the same. They are expected to show up at all major events and every chapter meeting. They are expected to show up at events early to help out, and to encourage others to do so as well.
2. Keep your people informed. Chapter and squadron commanders are responsible for ensuring that their people know what is going on. If your people are going to another chapter (asking other chapter commanders) for information, you aren't doing your job. This is a responsibility you accepted when you accepted the command. You have to take the time to communicate with your people.

3. Recruit more Klingons. The health, effectiveness and image of the fleet as an organization is dependent on membership. All leaders are responsible to add members to the fleet at every opportunity. If you haven't recruited somebody new this year, you aren't doing your job.

Basic Guidelines

Following are some basic guidelines for a chapter's commanding officer:

1. Hold monthly meetings. These meetings are good for encouraging participation, coming up with new ideas for activities, discussing current Trek fact/fiction, etc. Look for new activities which several group members find fun. Chances are interest will increase as more people participate in it.
2. Mailings/e-mailings to all chapter personnel to keep them aware of all activities. This may be done either by yourself or by assigning other individuals the responsibility, however, it **MUST** be done by someone on a fairly regular basis. (this can include a copy of meeting minutes to those who are interested in ships activities, but are unable to attend meetings). Have a web page for your ship.
3. Each chapter is responsible for establishing dues and running their own treasury; dues and revenue from fund raisers should always at least cover your postage charges and the costs of awards and medals as necessary. Occasionally each ship will be asked to chip in on the cost of fleet activities, so you should have a reserve for that. Fleet does not usually have its own treasury.
4. Wherever possible, find out when and where conventions are occurring in your area and try to attend. If possible, contact the convention company/organizers and see if it is possible for your ship to assist in exchange for a recruiting table. (Contact the High Council for specifics as to how this can be accomplished as well as to see if has already been arranged, etc.)
5. Put together a table display which you can bring to conventions for recruiting purposes. Your table display should include:
 - A. Table cover display
 - B. Ship Banner
 - C. Ship Photo album(s)
 - D. Recruiting flyers
 - E. Any weapons or other Klingon items which might be good "attention getters"
6. Try to attain and maintain positive relations with other groups in your area (Klingon and Non-Klingon). If possible, set up joint activities with these groups (LazerTag, role play or gaming, Klingon contributions to charity, etc.).
7. Aid in minimizing individual, chapter, and fleet conflicts. If you're aware of a problem and you are not working towards a solution, you have become part of that problem. Always try to achieve "positive" solutions, rather than leaving people feeling bitter. In some cases a transfer to another ship may be the only way to work out a personality difference. Don't let a problem get out of hand before you determine that you don't have the resources to solve it; keep your chain of command informed. Use the High Council to resolve problems you cannot. The High Council reserves the right to act to resolve issues which affect more than one chapter.

8. Be certain that your "crew" doesn't get "buried in the part". It's fun to act like a Klingon, but if people get too carried away with it, they are perceived as being obnoxious. Belligerence is NOT a 'Klingon' trait, and it is NOT honorable combat. Remind them of Rule #1 under "basic things to remember".
9. There will be a High Council meeting every quarter. Please bring to it the following:
 - A. List of meetings and other activities in which crewmembers participated.
 - B. Updated records on all crewmembers experience/honor points. Be prepared to present for review the records of any officer you are recommending for promotion, or anyone recommended for an honorific.
 - C. Items of importance to the ship/fleet. (New Klingon and Non-Klingon groups in the area, suggestions for new group activities, etc.) These things will be of interest to other ships as well as your own. Remember as you do this that members who submit a particularly good idea for a Fleet or ship event or for a change in policy or procedure that results in honor for the Fleet or an enhanced experience for its members should be rewarded.
10. Occasionally the HOUSE VAMPYR is invited to appear at public functions. These invitations come about because of our appearance, discipline and attention to uniform and makeup quality. To ensure we get invited back to these events, the HOUSE VAMPYR gives chapter commanders the right to limit participation by members who have failed to meet acceptable appearance or discipline standards. In addition, if the High Council feels that an entire chapter is not meeting these standards, the High Council reserves the right to vote on that chapter's participation at public functions. Such votes will be held on a case by case basis so that any effort made by members of the chapter in question to improve their appearance can be taken into account. Please note that the HOUSE VAMPYR High Council cannot restrict the rights of individuals or chapters to show up at any particular public access event; it can, however, withdraw the authorization of that individual or chapter to represent the HOUSE VAMPYR.

Tips and Things

Tips and things to practice for public functions:

It's a common to hear the battle cry, "Photo Op!" the moment a tourist's camera presents an opportunity at "immortality." Still, you may need to remind your warriors to "Look alive, you may just fool someone!" It's too easy to stare blankly at the camera like some semi-posable action figure. But entertaining, now that's a different challenge! A typical Freddie, when asked to pose, will usually stand at attention. With fear in their eyes, they will look right into the camera. The tourist would ask for an "action shot" and the typical Freddie would hold the same stance, draw their phaser and aim straight to the camera, often obscuring the weapon and even their face. Don't let this happen to you! Aim your body and balance off into another direction. A photo is not a work of art unless it has flow and energy. Be expressive. Show a little fang, (no fingers!) leer from a turned head. Just prove that you're not a statue. Use props.

Every now and then, a member gets the rare opportunity to appear before the camera of a television news reporter. If you know how to strike fast and hard, you're blurt out a sound byte that will actually get air

time. If you gag and sound uncertain, you will end up on the cutting room floor. Practice with your warriors, their screen presence by using a video camera or a tape recorder (Like in football training camps, coaches playback drills to their players). Your entire team can learn from this and have a good laugh at the same time.

Keep in mind the event you're at and the twisted appeal this might have to a Klingon. You are almost certain to be asked a question like: "What brings you here today?" Know the answer! Good punch-lines and poetry have something in common that's very important, they are delivered in less than three seconds. Find a statement you can deliver with conviction. A superior species such as ourselves exudes confidence.

Know your limits when working the jail. You are not the law of the land. Even real police are sued if they abuse their position, and charges of assault can be often be won with as little as a single witness who sees you "touch" someone against their consent.

Individual Rank and Honors

Rank and honor is granted to recognize those individuals who, through their dedication and hard work, have enabled their chapter and the fleet to grow and operate efficiently. It is the duty of the chapter commander to document this participation and keep a cumulative record of points achieved for each chapter member. The commander is also responsible for submitting this information to the Council prior to requesting promotions, honorifics or medals. Specific guidelines for award of experience and honor points is presented in the following pages.

Experience Points

Experience points are earned towards promotions. These points are for activities which benefit the chapter and the fleet. The chapter commander may promote individuals up to the rank of Yeoman (or its equivalent). Promotions of all officers require the approval of the High Council.

EXPERIENCE	POINTS EARNED
Attending (and Participating in) a General Meeting	1/2/3 per meeting
Attending (and Participating in) a Work Meeting	1/2/3 per meeting
Hosting a chapter/squadron/fleet meeting	5 per meeting
Attending a public event as a member of the House (convention, charity event, hospital or school visit, etc.)(not including gaming)	1 per day or 5 for the whole weekend.
Working during any public activity representing the fleet (manning fleet table, setting up or taking down the Table, performing at Demos, etc)	1 per hour
Making a Costume	100 per**
Making a Costume Prosthetic	25 per**
Making a Costume Accessory(includes Shashes/Cloaks/Pins/ect)	25 per**
Wearing a Costume	3 per 2 hours
Wearing an Imperial Battledress or comparable Uniform with headpiece (STTNG, DS9 or movies)	5 per 2 hours
Recruiting new members	15 per new member 25 Bonus Points if New Member is active for a year
Written event report of half page or more, which is used in the House Newsletter	1 per report
Performing extra House duties (Communication Officer, Newsletter, Events Coordinator, Phone List, Sergeant In Arms, ect)(we can come up with more)(Link Here for Duties!)	3 per month per duty
Designated official Event photographer for an event (one only per Ship)	2-5 per event
Successful completion of 11-part Klingon Postal Course	25

*** Commanding officer's discretion**

Honor Points

Honor points are awarded for service to the fleet and/or community that are above and beyond average participation. Honor awards must be approved by the High Council. Honor points are earned as follows:

SERVICE	POINTS
Participating in a Charitable / Community Activity representing the House	1 per 2 hours
Providing transportation for other fleet members to a convention	2 per event
Special Commendation Points For Special Assignment or Task	2 to 50**
Other (specified by commanding officer)	1 to 5 *
Individual 1st Place in Tournament	5
Individual 2nd Place in Tournament	4
Individual 3rd Place in Tournament	3
Attend Tournament	15
Individual Best in Show in Masquerade/Costume Contest	6 to 8**
Individual 1st Place in Masquerade/Costume Contest	5
2nd Place in Masquerade/Costume Contest	4
3rd Place in Masquerade/Costume Contest	3
Best in Show in Masquerade/Costume Contest	25

***Commanding officer's discretion**

**** Case by case basis, based on the quality and quantity of competition**

A record should be maintained on each crewmember of your chapter. When a member transfers to another chapter a copy of the record must be forwarded to the new chapter. Each record should be submitted to the High Council on a yearly basis in November or December, and must be presented to the Council any time an officer promotion or honorific is recommended.

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House Vampyr

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