

JEM'HADAR WARRIOR



MINOR NPC

8

CONTROL

1

COMMAND

10

DARING

2

CONN

10

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

7

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Jem'Hadar
- Warrior

PERSONAL THREAT:

0

PROTECTION:

1

ATTACKS:

- **Unarmed Strike:** Melee, Stun/Deadly 2, Size 1H, Intense
- **Blade:** Melee, Deadly 3, Size 1H
- **Jem'Hadar Plasma Rifle:** Ranged, Deadly 4, Size 2H, Accurate, Debilitating
- **Escalation 1**
Kar'takin: Melee, Deadly 3, Size 2H

LCARS 40084

JEM'HADAR WARRIOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

CORE RULEBOOK

SPECIAL RULES:

▀ Brute Force

Jem'Hadar add the Intense effect to their Unarmed Strike, and may attack with Deadly force.

▀ Immune to Fear

The Jem'Hadar Warrior is incapable of feeling fear, continuing undeterred despite the greatest terror. They cannot be intimidated or threatened.

▀ Immune to Pain

The Jem'Hadar Warrior is incapable of feeling pain, continuing undeterred despite the most horrific Injury. They ignore all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

▀ The Shroud

A Jem'Hadar may spend 1 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an Attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

FOUNDER



NOTABLE NPC

7

CONTROL

3

COMMAND

8

DARING

1

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

10

PRESENCE

0

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Changeling
- Representative of the Great Link

VALUES:

- Never trust a solid.

FOCUSES:

- Deception
- Military Tactics
- Politics

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

LCARS 40084

FOUNDER

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
3126 0415 8053 1837 9006 1426 1325 2770 3954

8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

SPECIAL RULES:

◀ Manipulative

If the Founder purchases one or more d20s when attempting a task to deceive or intimidate, she may re-roll her dice pool.

◀ Morphogenic Matrix

The Founder may spend 1 Threat as a minor action once per turn to assume a different form, gaining a Potency 2 trait to reflect whatever form they chose, which may be a specific individual. While in an alternate form, it is next to impossible (requiring a Difficulty 5 task roll) to detect a hidden Changeling. Their thoughts and emotions cannot be detected by telepaths or empaths. Additionally, they are immune to extremes of heat, cold, and exposure to vacuum.

◀ Ruthless

The Founder may re-roll any d20s in their dice pool when they attack an enemy who is unaware or unprepared for attack, or against an enemy who is defenseless.