

# JEM'HADAR FOURTH ECLECK'TIKAN



## MINOR NPC

9

1

CONTROL

COMMAND

9

1

DARING

CONN

10

0

FITNESS

ENGINEERING

8

2

INSIGHT

SECURITY

8

2

PRESENCE

MEDICINE

7

0

REASON

SCIENCE

### TRAITS:

- Jem'Hadar
- Combat Medic

PERSONAL THREAT:

0

PROTECTION:

1

### ATTACKS:

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

LCARS 40084

# JEM'HADAR FOURTH ECLECK'TIKAN

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ▀ Brute Force

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

### ▀ Immune to Fear

The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.

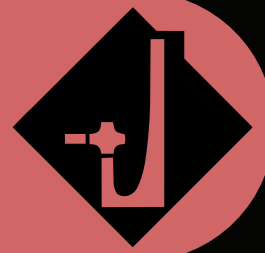
### ▀ Immune to Pain

The creature is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### ▀ The Shroud

A Jem'Hadar may spend 2 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.

# JEM'HADAR FIRST OMET'IKLAN



## MAJOR NPC

10

CONTROL

4

COMMAND

11

DARING

3

CONN

12

FITNESS

2

ENGINEERING

9

INSIGHT

2

SECURITY

9

PRESENCE

2

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- Jem'Hadar
- Leader and Tactician

### VALUES:

- We are now dead; we go into battle to reclaim our lives
- Loyal to the Founders, now and always
- All traitors must be accounted for.

### FOCUSES:

- Endurance
- Hand to Hand Combat
- Interrogation
- Leadership
- Ranged Weapons
- Small
- Craft Piloting

PERSONAL THREAT: 8

PROTECTION: 1

### ATTACKS:

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

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# JEM'HADAR FIRST OMET'IKLAN

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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### Brute Force

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

### For That They Will Die

Whenever Omet'Iklan makes a successful attack, he scores 1 bonus Momentum. Bonus Momentum may not be saved.

### Immune to Fear

The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.

### Immune to Pain

The creature is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### The Shroud

A Jem'Hadar may spend 2 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.

### Victory is Life

Whenever a Jem'Hadar First or one of its subordinates inflicts an Injury or achieves an objective, add 1 Threat.

# VORTA SCIENTIST



## MINOR NPC

9

2

CONTROL

COMMAND

7

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DARING

CONN

8

1

FITNESS

ENGINEERING

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1

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

11

3

REASON

SCIENCE

### TRAITS:

- Vorta
- Scientist

### FOCUSES:

- [Choose any two focuses from the Science or Engineering disciplines]

PERSONAL THREAT: 0

PROTECTION: 0

### ATTACKS:

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

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# VORTA SCIENTIST

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## SPECIAL RULES:

### ▀ In the Name of the Founders

When using the Direct or Assist task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

### ▀ Knowledge of a Thousand Species

The Vorta Scientist has two focuses, chosen from any Science or Engineering disciplines. The Vorta Scientist may reroll one d20 when attempting an Engineering or Science action.

# VORTA DIPLOMAT



## NOTABLE NPC

10

3

CONTROL

COMMAND

8

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DARING

CONN

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1

FITNESS

ENGINEERING

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2

INSIGHT

SECURITY

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1

PRESENCE

MEDICINE

10

2

REASON

SCIENCE

### TRAITS:

- Vorta
- Diplomat

### VALUES:

- I live to serve the Founders
- The Dominion philosophy is superior.

### FOCUSES:

- Diplomacy
- Intimidation
- Negotiation

PERSONAL THREAT: 3

PROTECTION: 0

### ATTACKS:

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

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# VORTA DIPLOMAT

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4488 4572 8499 6815 8037 2478 6346 1534 3794  
4592 7152 2703 3199 1328 9020 4338 7909 0800  
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## SPECIAL RULES:

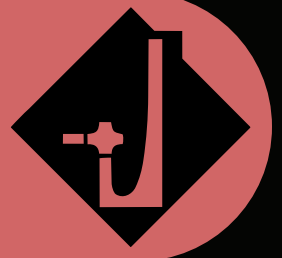
### ◀ In the Name of the Founders

When using the Direct or Assist task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

### ◀ Voice of the Founders

The Vorta Diplomat may reroll one d20 when attempting a Task Roll using Command or Conn.

# WEI'YEIR, VORTA STRATEGIST



## MAJOR NPC

9

CONTROL

4

COMMAND

8

DARING

2

CONN

11

FITNESS

3

ENGINEERING

10

INSIGHT

3

SECURITY

11

PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Vorta
- Strategic Asset
- Telekinetic

### VALUES:

- Learn all we can until the fighting begins.
- Fear is as effective as a warship.

### FOCUSES:

- Diplomacy
- Infiltration
- Intimidation
- Negotiation
- Politic
- Propaganda

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Telekinetic Push:** Ranged, Stun/Deadly 3

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# WEI'YEIR, VORTA STRATEGIST

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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ◀ In the Name of the Founders

When using the Direct or Assist task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

### ◀ Psychokinesis

The Vorta Strategist may exert psychic force upon an object (within Close range) equivalent to the force they normally could exert physically, though this takes concentration and cannot be done violently. They may spend 1 Threat (Immediate, Repeatable) to increase the magnitude of the force applied (each Threat spent counts as 1 more person's worth of force applied). Additionally, they may spend 1 Threat to increase the range by 1 range band. They may also spent 1 Threat to apply force violently (**Control + Security** task, Difficulty 2).

### ◀ Telekinetic Mastery

The Vorta Strategist may reroll one d20 on any task roll made to manipulate an object or make an attack with telekinesis.

### ◀ Fear Through Facts and Falsehoods

When the Vorta Strategist attempts a Social Conflict task using deception or evidence, the first bonus d20 they purchase is free.

# CLONEMASTER



## NOTABLE NPC

9

4

CONTROL

COMMAND

8

2

DARING

CONN

11

3

FITNESS

ENGINEERING

10

3

INSIGHT

SECURITY

11

1

PRESENCE

MEDICINE

10

3

REASON

SCIENCE

### TRAITS:

- ▶ Draï
- ▶ Geneticist

### VALUES:

- ▶ Our way of life is the means to protect and preserve the Dominion.

### FOCUSES:

- ▶ Biology
- ▶ Cloning Technologies

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **Blade:** Melee, Deadly 3, Size 1H
- ▶ **Hunting Rifle:** Ranged, Deadly 3, Size 2H, Accurate, Intense, Debilitating

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# CLONEMASTER

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## SPECIAL RULES:

### ■ Biological Duplication

A Clonemaster may reroll one d20 on any task roll which includes Science or Medicine.

### ■ Superior Transporters

A Clonemaster may spend 2 Threat to use a transporter even through effects which block transporter use.

# HUNTER LEADER



## NOTABLE NPC

7

2

CONTROL

COMMAND

9

1

DARING

CONN

11

2

FITNESS

ENGINEERING

8

3

INSIGHT

SECURITY

10

1

PRESENCE

MEDICINE

9

0

REASON

SCIENCE

### TRAITS:

- ▶ Draï
- ▶ Elusive Hunter

### VALUES:

- ▶ Nothing matters more than the prey I seek.

### FOCUSES:

- ▶ Energy Weapons
- ▶ Melee Combat
- ▶ Tracking

PERSONAL THREAT:

3

PROTECTION:

1

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **Blade:** Melee, Deadly 3, Size 1H
- ▶ **Hunting Rifle:** Ranged, Deadly 3, Size 2H, Accurate, Intense, Debilitating

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# HUNTER LEADER

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## SPECIAL RULES:

### ■ A Hunter's Senses

A Hunter may re-roll all d20s in their dice pool on any task related to tracking an opponent.

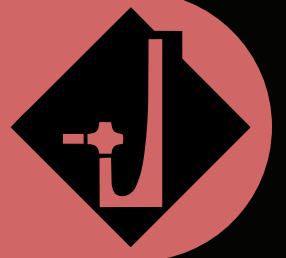
### ■ Sophisticated Scanners

A Hunter may spend 1 Threat to see through any effect (or Trait) which represents visual camouflage or cloaking technology as long as they are within eyesight.

### ■ Superior Transporters

A Hunter may spend 2 Threat to use a transporter even through effects which block transporter use.

# KELL, DOMINION ASSASSIN



## MAJOR NPC

10

3

CONTROL

COMMAND

10

3

DARING

CONN

12

4

FITNESS

ENGINEERING

9

2

INSIGHT

SECURITY

8

1

PRESENCE

MEDICINE

10

3

REASON

SCIENCE

### TRAITS:

- Draï
- Hunter and Assassin

### VALUES:

- Cold-Blooded Killer
- They are insignificant in the eyes of the Dominion.

### FOCUSES:

- Espionage
- Infiltration
- Sabotage
- Security Systems
- Stealth
- Tracking

PERSONAL THREAT: 8

8

PROTECTION: 0

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Blade:** Melee, Deadly 3, Size 1H
- **Hunting Rifle:** Ranged, Deadly 3, Size 2H, Accurate, Intense, Debilitating

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# KELL, DOMINION ASSASSIN

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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ▀ Aim Small, Miss Small

If the Assassin aims before making a ranged attack, then the target gains no benefit from cover.

### ▀ From the Shadows

When an Assassin attempts a task to hide or remain unseen, the first d20 they purchase is free.

### ▀ Interphasic Ammunition

When the Assassin makes a ranged attack, they may spend 1 Threat to have the attack ignore any Protection the target has.

### ▀ Sophisticated Scanners

A Hunter may spend 1 Threat to see through any effect (or trait) which represents visual camouflage or cloaking technology as long as they are within eyesight.

### ▀ Superior Transporters

A Hunter may spend 2 Threat to use a transporter even through effects which block transporter use.

# GENERAL MARTOK



## MAJOR NPC

9

CONTROL

5

COMMAND

11

DARING

2

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ KDF Flag Officer
- ▶ Commander of the 9th Fleet
- ▶ Missing Eye

### VALUES:

- ▶ Defeat makes my wounds ache.
- ▶ How hollow is the sound of victory without someone to share it with
- ▶ I would rather die than dishonor my uniform
- ▶ There is no greater enemy than one's own fears.

### FOCUSES:

- ▶ Combat Tactics
- ▶ Hunting
- ▶ Intimidation
- ▶ Leadership
- ▶ Melee Combat
- ▶ Ranged Weapons

PERSONAL THREAT:

10

PROTECTION:

1

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **Mek'leth:** Melee, Deadly 3, Size 1H
- ▶ **Disruptor Pistol:** Ranged, Deadly 4, Size 2H, Intense

LCARS 40084

# GENERAL MARTOK

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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ◀ Fleet Commander

Commanding a vessel during a fleet action allows Martok to re-roll 1d20 on any Task to grant a bonus to his vessel or group. In addition, his flagship (typically the I.K.S. Rotarran) may use his Command score of 5 instead of its own.

### ◀ Tough

Martok's Personal Threat is increased by +2.

### ◀ Warrior's Spirit

When Martok makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# KAI WINN



## MAJOR NPC

10

CONTROL

5

COMMAND

11

DARING

2

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

2

SECURITY

11

PRESENCE

2

MEDICINE

9

REASON

3

SCIENCE

### TRAITS:

- Bajoran
- Religious Leader
- Politician
- Tense Relationship with the Emissary

### VALUES:

- I remember each and every beating I suffered
- Nothing is certain
- The Prophets have never spoken to me
- Walk with the Prophets, Child.

### FOCUSES:

- Bajoran Religion
- Composure
- Inspiration
- Intimidation
- Politics
- Rhetoric

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# KAI WINN

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## SPECIAL RULES:

### Manipulative

If Kai Winn purchases one or more d20s when attempting a task to deceive or intimidate another, she may reroll her dice pool.

### Presence of the Kai

Whenever one of Winn's Bajoran followers attempts a task to resist persuasion, intimidation, or interrogation, she may spend 2 Threat to allow them to resist automatically, even if she is not present in the scene herself.

### Ruthless and Determined

Kai Winn may spend 2 Threat to gain the effects of a point of Determination, rather than 3.

# GUL DUKAT



## MAJOR NPC

8

CONTROL

5

COMMAND

12

DARING

2

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

3

SECURITY

12

PRESENCE

2

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- Cardassian
- Military Commander
- Former Prefect of Bajor
- Former Servant of the Dominion
- Aligned with the pah-wraiths

### VALUES:

- Anyone who stands in our way will be destroyed
- Cardassia will be made whole
- One man's villain is another man's hero
- They don't know what it means to be my enemy, but they will

### FOCUSES:

- Bajoran Culture
- Bajoran Religion
- Debate
- Intimidation
- Military Tactics
- Politics

PERSONAL THREAT: 8

PROTECTION: 0

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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# GUL DUKAT

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GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ▀ Ambushes and Traps

Whenever Dukat uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

### ▀ Healthy Suspicion

When interacting with another character, Dukat may spend 1 Threat to determine if that character is lying or not. This does not tell Dukat what the lie is about, merely whether another character is lying.

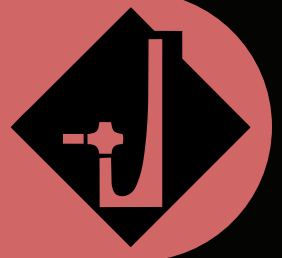
### ▀ Ruthless

When making an attack against an enemy who is unaware or unprepared for an attack, Gul Dukat may reroll any number of d20s in his dice pool.

### ▀ Supreme Authority

Whenever a Cardassian under Gul Dukat's command attempts a Task to resist persuasion or intimidation, Dukat may spend 1 Threat to allow that Cardassian to reroll any number of dice, even if Dukat is not present in the scene himself.

# WEYOUN



## MAJOR NPC

11

5

CONTROL

COMMAND

8

2

DARING

CONN

8

2

FITNESS

ENGINEERING

11

3

INSIGHT

SECURITY

10

2

PRESENCE

MEDICINE

11

2

REASON

SCIENCE

### TRAITS:

- ▶ Vorta
- ▶ Political Leader
- ▶ Liaison between the Founders and the Alpha Quadrant
- ▶ Eighth Weyoun Clone

### VALUES:

- ▶ The Founders are the masters.
- ▶ I am an expert on lies
- ▶ I live to serve the Founders
- ▶ My faith will keep me warm.

### FOCUSES:

- ▶ Diplomacy
- ▶ Guile
- ▶ Military Tactics
- ▶ Negotiation
- ▶ Politics
- ▶ Propaganda

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

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

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# WEYOUN

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## SPECIAL RULES:

### ◀ Cunning Negotiator

Whenever Weyoun attempts a Persuasion task during a social conflict, he may re-roll one d20.

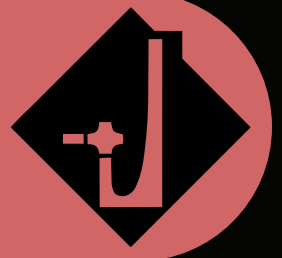
### ◀ In the Name of the Founders

When using the Direct or Assist task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

### ◀ Fear Through Facts and Falsehoods

When Weyoun attempts a Social Conflict task using deception or evidence, the first bonus d20 they purchase is free.

# FOUNDER LEADER



## MAJOR NPC

10

CONTROL

5

COMMAND

10

DARING

1

CONN

8

FITNESS

1

ENGINEERING

10

INSIGHT

4

SECURITY

11

PRESENCE

2

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Changeling
- Representative of the Great Link
- Infected with Morphogenic Virus

### VALUES:

- My terms are not open to negotiation
- There's very little that escapes our attention
- The Changelings are the Dominion
- What you control cannot hurt you.

### FOCUSES:

- Brinkmanship
- Intimidation
- Military Tactics
- Negotiation
- Politics
- Willpower

PERSONAL THREAT: 8

PROTECTION: 2

### ATTACKS:

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

LCARS 40084

# FOUNDER LEADER

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

GAMMA QUADRANT SOURCEBOOK

## SPECIAL RULES:

### ◀ Infected with the Morphogenic Virus

See Gamma Quadrant Sourcebook (p.117).

### ◀ Manipulative

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

### ◀ Morphogenic Matrix

The Founder Leader 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 she has chosen, 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. Her thoughts and emotions cannot be detected by telepaths or empathes. She is immune to extremes of heat, cold, and exposure to vacuum.

### ◀ Ruthless

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

### ◀ Supreme Authority

Whenever a Dominion operative under the Founder Leader's direct authority attempts a task to resist persuasion or intimidation, she may spend 1 Threat to allow that operative to automatically resist that attempt, even if she is not present in the scene herself.