

Gamma Quadrant Sourcebook

This guide provides second edition conversion guidance for the *Beta Quadrant Sourcebook*. Use this guide in conjunction with your print or digital copy to bring the mechanical elements up to second edition standards.

CHAPTER 3: SPECIES OF THE GAMMA QUADRANT

All other species in this chapter are present either in the second edition core rulebook or the *Species Sourcebook*.

Argrathi

Argrathi Species Details

SAMPLE VALUE: The law is blind but also fair

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

TRAIT: Argrathi. The Argrathi are blunt and direct, with an emphasis on seeing that punishments are carried out quickly and that the Argrathi legal system knows best. Although some might claim that mistakes are made, the Argrathi's desire to promote peace and justice has led to them being seen as one of the more reasonable races in the Gamma Quadrant. The Argrathi hope that one day all other cultures, including the Dominion, will acknowledge the superiority of their legal system. Until that day, they will follow the rules as best they can and work to insure law and order across the quadrant.

ABSOLUTE CONVICTION (SPECIES ABILITY): You come from a culture where crime has been systematically eliminated, which views itself as the true arbiters of justice in the Gamma Quadrant. You view criminals with disdain and stand firm to your beliefs. When you are hindered by a Directive, you gain *two* Determination rather than one if you comply with the Directive and suffer a Complication. However, increase your complication range by 2 whenever you attempt a task to interact with someone you regard as a criminal.

Mind Games (Argrathi Talent)

REQUIREMENT: Argrathi, or gamemaster's permission

The Argrathi's memory technology is used in more ways than just their penal system. From education to entertainment, the average Argrathi is exposed to the effects of this technology at a very young age and learns how to tell when their memory has been altered or when they are under the effect of mind-altering abilities or powers. If you ever believe yourself to be affected by any effect which would alter or control your mind or affect your memories—whether psionic or technological—you may add 1 to Threat to ask the GM to confirm or deny your suspicions, and the GM must answer honestly (though this can be a simple yes or no answer). If you have been affected,

you may suffer 1 Stress to fight the effect, suppressing any associated Trait for the rest of the current scene.

Dosi

Dosi Species Details

SAMPLE VALUE: I have already proven myself the victor

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

TRAIT: Dosi. The Dosi are a conundrum to outsiders, but their culture has lasted over a thousand years. Each Dosi paints their skin in brilliant swirling patterns of stripes and dots to denote the battles they have won or great accomplishments they have achieved. The Dosi do not do things subtly, and when they walk into a room, they wish to make sure that everyone has noticed that they have arrived. They consider everything to be a test of their skill, and when it comes to trade negotiations, they approach each business deal with the same meticulous planning one might focus towards winning a war.

GLORIOUS NOTORIETY (SPECIES ABILITY): Your culture has adapted itself to being able to look at an individual Dosi's skin and being able to read their accomplishments before the other Dosi has even had a chance to open their mouths. You know that other races are not so civilized as yours, but you know how to command attention and respect to those around you, whatever their species. When you begin a scene, you may add 1 Threat to make your presence known. If you do so, you may re-roll one d20 on any Presence-based task roll you attempt during that scene, but you increase the difficulty of any task made to achieve an action subtly or to avoid attention by +2 until the end of that scene.

Strength and Cunning (Dosi Talent)

REQUIREMENT: Dosi, or gamemaster's permission

While they are a warrior culture, the Dosi do not teach their children to solve every matter with only one aspect of their being. In order to thrive in Dosi culture, they must utilize every skill and asset they possess and must combine them in ways they never thought possible. When you attempt a task roll, you may add 1 Threat to select a different Attribute or a different Department (not both) than the one the GM has indicated, and to count as having an applicable Focus for that task.

Drai

Drai Species Details

SAMPLE VALUE: There are no challenges like the hunt

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Drai. The Drai care only for the Hunt and each one will wear the finest hunting gear that they can buy. Even their day-to-day clothing is focused more towards being fit for survival, with hidden pouches and miniaturized survival equipment being commonly found on Drai at all times. While they are on the Hunt they will often not change clothes and will spend every waking hour pursuing their prey. When they are not hunting, the Drai dedicate themselves towards maintaining peak physical fitness and train to keep their eyes and reflexes sharp.

GENETIC MASTERY (SPECIES ABILITY): Research into the field of genetics has become the cornerstone of the Drai's technology. Some families have begun experimenting on their own

children in order to produce the most powerful heirs and offspring possible. You have the **Augment Trait**, and may select a single Augment talent for free.

Born Stalker (Drai Talent)

REQUIREMENT: Drai, or gamemaster’s permission

The Drai consider the Hunt to be the most important thing they will ever do in their lives, and their entire culture revolves around it. Whether it is pursuing the Tosk or other prey, the Drai have structured the very way they teach their children to view the world to be from the mind-set of a hunter stalking their prey. This helps the Drai in every walk of life as they are able to approach each task with precision and careful attention rather than blindly rushing into things. Whenever you suffer a complication on a task, you may suffer 1 Stress to ignore that complication.

Karemma

Karemma Species Details

SAMPLE VALUE: I see your true worth

ATTRIBUTES: +1 Control, +1 Reason, +1 Presence

TRAIT: Karemma. The Karemmas’ tall appearance and bird-like nature causes them to stand out in a crowd, but most Karemma would prefer to be seen rather than ignored. From an early age they are taught the delicate art of appraising what they see around them, and the Karemma are able to tell an object’s true worth in a few moments of inspection. This often leads them to inadvertently offend their hosts when a Karemma, who is truly curious about the worth of objects around them, moves about the bridge of the ship and declaring how much each individual’s possessions are worth.

INSTANT APPRAISAL (SPECIES ABILITY): A tricorder can tell someone what an object is composed of in only a few seconds, but it is rumored that the Karemma can do it in only one. Drawing upon past experience, the Karemma is able to instinctively identify the materials that make up an object that they interact with physically. In the event of dealing with unknown or exotic substances, they are able to identify familiar patterns within the material that can point the characters in the right direction. When studying an object or substance, you may roll 1d20: if you roll equal to or under your Reason, you may immediately ask one question about that object or substance as per *Obtain Information*.

My Honor is My Shield (Karemma Talent)

REQUIREMENT: Karemma, or gamemaster’s permission

While it can be difficult to maintain a sterling reputation and in doing so lead to hardship and loss, there are times when pursuing a higher path can reap great benefits for the individual. It is the difficult road, but one that will ultimately lead towards fulfilling the needs of the many rather than the selfish desires of the one. If you have behaved honorably during the scene, and in prior interactions with a person, then you gain an **Honorable Reputation** trait which applies to any social conflict *Persuasion* task you attempt to convince that person of something.

Paradans

Paradan Species Details

SAMPLE VALUE: I am original and that gives me strength

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

TRAIT: Paradan. Paradans rely upon their olfactory glands to help determine the mood of whomever they are speaking with, and they possess potent scent glands around their bodies that release potent odors. The Paradans are also physically imposing, and are able to survive comfortably in hot environments.

OLFACTORY COMMUNICATION (SPECIES ABILITY): The Paradans are known for the potent odors they produce, which shift with their mood, but also their highly receptive olfactory senses which allow them to discern fine details about others nearby from smell alone. Whenever you attempt a task to discern the mood or health of another, your keen sense of smell allows you to re-roll 1d20. When you are scared, upset, or angry, your potent odor distracts and dissuades others nearby; an enemy within Medium range attempting to attack you increases their difficulty by 1.

Replicating Past Success (Paradan Talent)

REQUIREMENT: Paradan, or gamemaster’s permission

When you attempt a task which represents scientific work, and it is something you have succeeded at before during this adventure, then before you roll you may roll one fewer d20, but gain one automatic success on the roll.

Rakhari

Rakhari Species Details

SAMPLE VALUE: I make the rules and you obey them

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

TRAIT: Rakhari. The Rakhari live under a strict set of laws known as the Canon. These laws were put in place over a century ago to ensure strict obedience to the state but in recent years the control of the Rakhari government has lessened, allowing many Rakhari to begin to think for themselves. Though some still carry themselves in a rough and cautious manner, a growing portion of the population is starting to dream of a different kind of life and demonstrations are becoming more common as these firebrands seek to exact change upon their society. The Rakhari are primarily driven by their families, and whether it is their biological families or adopted ones they will do anything to insure the safety and survival of the group.

DISCIPLINED MIND (SPECIES ABILITY): The brutal laws that the Rakhari government has passed over the years has kept the population under control but led to most Rakhari being too afraid to share their intimate thoughts in public. This has led to several Rakhari becoming particularly adept at not only shielding their emotions while around others but also being able to discern the true feelings of those they communicate with. When someone attempts to read your thoughts or emotions, or otherwise make telepathic contact with you (including telepathic attack), you may prevent the telepath by suffering 2 Stress. When you attempt an Insight task to discern if someone is lying, you may re-roll one d20.

The Truth of the Matter (Rakhari Talent)

REQUIREMENT: Rakhari, or gamemaster’s permission

The Rakhari culture is peppered with thousands of stories and legends that are shared by the Rakhari with their children as they grow up. This has led to the Rakhari being capable storytellers, and a skilled Rakhari knows how to incorporate small snippets of the truth into any web of lies he starts to weave. Whenever you succeed at a social conflict task to deceive someone, as long as your lie contains at least some truth, then you score one automatic success on your task.

Skreeaa

Skreeaan Species Details

SAMPLE VALUE: The tide always breaks upon the shore and the shore endures

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Skreeaan. A Skreeaan’s skin sheds routinely, causing them to leave behind skin flakes. Skreeaan females are also generally taller than males and it is not uncommon for a Skreeaan woman to have multiple husbands. Their language uses a unique syntax that takes time for some universal translators to develop a translation matrix.

STRENGTH THROUGH STRUGGLE (SPECIES ABILITY): Though some believe it is the Skreeaan’s history of being conquered that has made them expert laborers the truth is they are a tough and hardy people eager to throw off the reins of oppression. The fact that they are physically gifted when it comes to labor only means they are able to succeed easily where others struggle. Your maximum Stress is increased by +2. Further, when you attempt a task to complete some physically arduous or physically demanding activity, you may suffer one Stress to re-roll one d20 in your roll.

Agricultural Specialist (Skreeaan Talent)

REQUIREMENT: Skreeaan, or gamemaster’s permission

You gain one additional focus, which must relate to some aspects of planetary science, whether agriculture, geology, botany, climatology, etc. In addition, whenever you attempt a task related to that focus, or any other planetary science focus, you score a critical success on any d20 which rolls equal to or under *twice* the department score you are using.

Tosk

Tosk Species Details

SAMPLE VALUE: I am Tosk

ATTRIBUTES: +1 Control, +1 Daring, +1 Fitness

TRAIT: Tosk. The Tosk are almost completely identical as their genome is often replicated from the same source material. Although some might differ due to the preferences of a Hunter’s requests, each Tosk is strong, resourceful, and cunning. When a Tosk enters a room, they instinctively size up the many ways to escape as well as anything that could help them in a fight. Though the Tosk are often peaceful and do not wish to inflict harm on others, they have inborn feral instincts that allow them to fight ferociously when the need calls for it. A Tosk is often issued a simple suit that helps their memetic abilities as well as providing storage compartments for the protein mixes they are issued as a food supply. If a Tosk holds still, they can initiate their Shroud in the same manner as a Jem’Hadar soldier.

ENGINEERED TO EVADE (SPECIES ABILITY): You have the ability to conceal yourself from your pursuers. Using the Prepare minor action, you may shroud yourself, becoming nearly invisible. You gain the **Shrouded** trait. While shrouded, tasks to detect or locate you increase in difficulty accordingly, and you cannot be the target of an attack unless the attacker has found some other way to detect you. This ends when you make an attack or when you take another Prepare minor action to end the effect. You cannot use this ability if you’re *Fatigued*.

Last Breath (Tosk Talent)

REQUIREMENT: Tosk, or gamemaster’s permission

The Tosk are designed to keep running no matter what, and refuse to allow themselves to be captured because they start to feel the effects of fatigue or exhaustion. When you become *Fatigued*, you may immediately add 1 Threat to recover 1 Stress. Each time during an adventure that you use this ability, the amount you add to Threat increases by 1.

Survivor's Luck (Tosk Talent)

REQUIREMENT: Tosk, or gamemaster's permission

For the Draai, the greatest hunts always come when their prey manages to continually outwit them, and the Tosk are cunning adversaries. Some are given extra stores of information when they are created while others are able to pick up survival techniques as they try to escape from the Hunters. You have an extra Value: *Evade the Hunters*. Whenever you make use of that Value, whether positively or negatively, add 1 Momentum to the group pool.

Wadi

Wadi Species Details

SAMPLE VALUE: Allamaraine! Shall we play again?

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

TRAIT: Wadi. The Wadi are mysterious, but at the same time very outgoing as a species. Prone to wearing bright colors and brilliant tattoos on their bodies, they attract attention but are experts at deflecting any real scrutiny. The Wadi are also competitive and when they feel they have been cheated, they must avenge their honor not only by crushing their opponents at whatever game or task they are at but they must teach them a lesson. Their obsession with the game of Allamaraine is used to teach both the innocent and the guilty of what it is like to cross a Wadi.

LIFE IS A GAME (SPECIES ABILITY): Life is meant to be enjoyed, and the more risk one puts into their life the sweeter the victory. When you attempt a task, you may reduce the Difficulty of the task by 1, but if you do so then you increase the complication range of the task by 2 in exchange.

Come With Me (Wadi Talent)

REQUIREMENT: Wadi, or gamemaster's permission

Life can be difficult if you are competitive, and sometimes people can get angry over perceived slights very quickly. By staying jovial and attempting to lighten the mood, you are better able to reduce sources of conflict and bring people over to your side. During a social conflict, whenever you suffer a complication which would cause someone to become angry or hostile, you may spend 1 Momentum (Immediate) to ignore that complication.

CHAPTER 4: STARSHIPS OF THE GAMMA QUADRANT

Dominion Starships

Jem'Hadar Battleship

CREW QUALITY: Talented (Attribute 10, Department 3)

TRAITS: Dominion Warship, Flagship, Huge and Cumbersome

SCALE: 7 **RESISTANCE:** 8 **SHIELDS:** 28

Systems

COMMS 09

COMPUTERS	08
ENGINES	07
SENSORS	10
STRUCTURE	13
WEAPONS	12

Departments

COMMAND	03
CONN	01
ENGINEERING	02
SECURITY	03
MEDICINE	02
SCIENCE	02

Weapons

- Phased Polaron Beam Cannon: Energy, Damage 12, Range Close, Intense, Piercing
 - Phased Polaron Beam Array: Energy, Damage 10, Range Medium, Intense, Piercing, Area or Spread
 - Photon Torpedoes: Torpedo, Damage 6, Range Long, High Yield
 - Tractor Beam (Strength 6)
-

Talents

- **ADVANCED SHIELDS**
 - **RAPID FIRE TORPEDO LAUNCHER**
-

Special Rule

- **ANTI-CLOAK SENSORS:** core rulebook, page 367
-

Karemma Cruiser

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Dominion Starship, Cargo Carrier

SCALE: 4 **RESISTANCE:** 5 **SHIELDS:** 15

Systems

COMMS	06
COMPUTERS	06
ENGINES	07
SENSORS	08
STRUCTURE	09
WEAPONS	06

Departments

COMMAND	02
CONN	02
ENGINEERING	02
SECURITY	02
MEDICINE	01
SCIENCE	02

Weapons

- **Phased Polaron Beam Array:** Energy, Damage 4, Range Medium, Intense, Piercing, Area or Spread
 - **Photon Torpedoes:** Torpedo, Damage 3, Range Long, High Yield
 - **Tractor Beam (Strength 3)**
-

Talent

- **IMPROVED HULL INTEGRITY** (included)
-

Special Rule

- **ANTI-CLOAK SENSORS:** core rulebook, page 367
-

Vorta Explorer

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Dominion Starship, Exploratory Ship

SCALE: 3 **RESISTANCE:** 4 **SHIELDS:** 13

Systems

COMMS	08
COMPUTERS	08
ENGINES	07
SENSORS	09
STRUCTURE	09
WEAPONS	07

Departments

COMMAND	02
CONN	01
ENGINEERING	01
SECURITY	01
MEDICINE	02
SCIENCE	03

Weapons

- Phased Polaron Beam Array: Energy, Damage 4, Range Medium, Intense, Piercing, Area or Spread
 - Photon Torpedoes: Torpedo, Damage 4, Range Long, High Yield
-

Talents

- **DIPLOMATIC SUITES**
 - **REDUNDANT SYSTEMS (ENGINES)**
-

Special Rule

- **ANTI-CLOAK SENSORS:** Core rulebook, page 367
-

Son'a Flagship

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Son'a Warship, Command Ship, Illegal Subspace Weapons

SCALE: 4 **RESISTANCE:** 5 **SHIELDS:** 17

Systems

COMMS	08
COMPUTERS	08
ENGINES	09
SENSORS	08
STRUCTURE	11
WEAPONS	09

Departments

COMMAND	03
CONN	02
ENGINEERING	02
SECURITY	02
MEDICINE	04
SCIENCE	01

Weapons

- **Phaser Array:** Energy, Damage 6, Range Medium, Versatile 2, Area or Spread
 - **Photon Torpedoes:** Torpedo, Damage 5, Range Long, High Yield
 - **Isolytic Array:** Energy, Damage 6, Range Medium, Intense, High Yield, Area or Spread
-

Talents

- **ADVANCED SICKBAY**
 - **COMMAND SHIP**
-

Special Rule

- **ISOLYTIC ARRAY:** See sidebar (below)
-

Son'a Battlecruiser

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Son'a Warship, Command Ship, Illegal Subspace Weapons

SCALE: 4 **RESISTANCE:** 5 **SHIELDS:** 17

Systems

COMMS	08
COMPUTERS	08
ENGINES	09
SENSORS	08
STRUCTURE	11
WEAPONS	09

Departments

COMMAND	03
CONN	02
ENGINEERING	02
SECURITY	02
MEDICINE	04
SCIENCE	01

Weapons

- **Phaser Array:** Energy, Damage 6, Range Medium, Versatile 2, Area or Spread
 - **Photon Torpedoes:** Torpedo, Damage 5, Range Long, High Yield
 - **Isolytic Array:** Energy, Damage 6, Range Medium, Intense, High Yield, Area or Spread
-

Talents

- **ADVANCED SICKBAY**
 - **COMMAND SHIP**
-

Special Rules

- **ISOLYTIC ARRAY:** See sidebar (below)
-

Dominion Dispatch Vessel

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Dominion Starship, Messenger, High-powered Engines

SCALE: 3 **RESISTANCE:** 3 **SHIELDS:** 13

Systems

COMMS	07
COMPUTERS	07
ENGINES	09
SENSORS	09
STRUCTURE	07
WEAPONS	08

Departments

COMMAND	01
CONN	04
ENGINEERING	03
SECURITY	03
MEDICINE	01
SCIENCE	01

Weapons

- Phased Polaron Beam Cannons: Energy, Damage 6, Range Close, Intense, Piercing
 - Photon Torpedoes: Torpedo, Damage 4, Range Long, High Yield
 - Tractor Beam (Strength 4)
-

Talents

- **HIGH-POWER TRACTOR BEAM**
 - **IMPROVED IMPULSE DRIVE**
 - **IMPROVED WARP DRIVE**
-

Special Rule

- **ANTI-CLOAK SENSORS:** Core rulebook, page 367
-

Isolytic Weapons

Replace bullet points with the following:

- Firing an Isolytic weapon adds 1 to Threat. Whenever an Isolytic weapon is used, it adds the trait **Subspace Disruption** to the target's zone, which lasts until the end of the scene; this prevents a ship in that zone using the *Warp* action and increases the difficulty of any tasks to communicate using subspace.
- If a complication is rolled when the weapon is fired, increase the weapon's Damage by +2, and create a **Subspace Tear** trait instead of a Subspace Disruption. This trait gains +1 Potency and expands to one adjacent zone each time a ship within Medium range attempts the *Warp* action. Isolytic weapons may no longer be fired once a **Subspace Tear** has been created. Subspace Tears function as Subspace Disruption (above) and are hazardous terrain (with a Momentum Cost equal to the potency), inflicting Damage equal to 3+ Potency.

Starships of the Dominion War

U.S.S. Galaxy (Galaxy class) NCC-70637

CREW QUALITY: Exceptional (Attribute 11, Department 4)

TRAITS: Federation Starship, *Galaxy* class, A City in Space, Flagship, First of Her Class

SCALE: 6 **RESISTANCE:** 7 **SHIELDS:** 24

Systems

COMMS	10
COMPUTERS	10
ENGINES	10
SENSORS	09
STRUCTURE	10
WEAPONS	10

Departments

COMMAND	04
CONN	01
ENGINEERING	02
SECURITY	02
MEDICINE	03
SCIENCE	03

Weapons

- Phaser Array: Energy, Damage 8, Range Medium, Versatile 2, Area or Spread
 - Photon Torpedoes: Torpedo, Damage 5, Range Long, High Yield
 - Tractor Beam (Strength 5)
-

Talents

- **ADVANCED SHIELDS**
 - **COMMAND SHIP**
 - **IMPROVED HULL INTEGRITY**
 - **MODULAR LABORATORIES**
 - **REDUNDANT SYSTEMS (COMMUNICATIONS)**
-

Special Rule

- **SAUCER SEPARATION AND RECONNECTION**
-

U.S.S. Prometheus (Prometheus class) NX-74913

CREW QUALITY: Exceptional (Attribute 11, Department 4)

TRAITS: Federation Starship, *Prometheus* class, Advanced Warship, Prototype

SCALE: 4 **RESISTANCE:** 6 **SHIELDS:** 22

Systems

COMMS	08
COMPUTERS	10
ENGINES	12
SENSORS	09
STRUCTURE	09
WEAPONS	12

Departments

COMMAND	01
CONN	02
ENGINEERING	04
SECURITY	04
MEDICINE	02
SCIENCE	02

Weapons

- **Phaser Array:** Energy, Damage 7, Range Medium, Versatile 2, Area or Spread
 - **Photon Torpedoes:** Torpedo, Damage 6, Range Long, High Yield
 - **Tractor Beam (Strength 3)**
-

Talents

- **ADVANCED SHIELDS**
 - **ABLATIVE ARMOR**
 - **EXTENSIVE AUTOMATION**
-

Special Rules

- **FOUR-NACELLE STABILITY**
 - **MULTI-VECTOR ASSAULT MODE**
-

Multi-Vector Assault Mode

Replace with the following:

The ship is designed so that it can separate and operate as three distinct ships. Each section has the same systems, talents, and weapons, but their Scale is 3 (recalculate Resistance, Shields, Energy Weapons, and Tractor Beams). Crew Support and Small Craft Capacity is shared between all three. Further, if the ship has suffered any Breaches, ongoing effects of those Breaches apply equally to all sections.

Each section has its own separate warp drive and nacelles, allowing them to go to Warp separately, but they do not have the ship's *Four Nacelle Stability* rule while separated.

Separating is a Major Action attempted from Operations or Main Engineering, requiring a **Control + Conn** task with a Difficulty of 3, assisted by the ship's **Structure + Engineering**, Reconnecting requires the same task with a Difficulty of 1, but from the one character in each part of the ship; if either task fails, the reconnection fails. Separating and reconnection cannot be done if the ship (or either part of it separated) have suffered one or more Breaches to **Structure**.

The ship is considered to have the *Redundant Systems (Engines)* talent while operating as one vessel; if this talent's effect is used, then one of the separate sections suffers an Engines Breach the next time the ship separates.

U.S.S. Sutherland (Nebula class) NCC-72015**CREW QUALITY:** Exceptional (Attribute 11, Department 4)**TRAITS:** Federation Starship, *Nebula* class, Adaptable, Weapons Pod, Relaxing Atmosphere**SCALE:** 5 **RESISTANCE:** 8 **SHIELDS:** 25**Systems**

COMMS	09
COMPUTERS	10
ENGINES	10
SENSORS	09
STRUCTURE	11
WEAPONS	10

Departments

COMMAND	02
CONN	02
ENGINEERING	02
SECURITY	04
MEDICINE	02
SCIENCE	01

Weapons

- **Phaser Array:** Energy, Damage 7, Range Medium, Versatile 2, Area or Spread
- **Photon Torpedoes:** Torpedo, Damage 5, Range Long, High Yield
- **Tractor Beam (Strength 4)**

Talents

- **ABLATIVE ARMOR**
- **ADVANCED SHIELDS**
- **FAST TARGETING SYSTEMS**
- **RAPID-FIRE TORPEDO LAUNCHER**
- **RUGGED DESIGN**

Special Rules

- **MISSION POD:** Weapons Pod
- **SAUCER SEPARATION AND RECONNECTION**

U.S.S. Lakota (Excelsior class) NCC-42768

CREW QUALITY: Exceptional (Attribute 11, Department 4)

TRAITS: Federation Starship, *Excelsior* class, Starfleet Mainstay, Long-Serving

SCALE: 5 **RESISTANCE:** 5 **SHIELDS:** 17

Systems

COMMS	09
COMPUTERS	09
ENGINES	11
SENSORS	10
STRUCTURE	09
WEAPONS	11

Departments

COMMAND	03
CONN	02
ENGINEERING	04
SECURITY	03
MEDICINE	02
SCIENCE	01

Weapons

- Phaser Banks: Energy, Damage 9, Range Medium, Versatile 2, Area or Spread
 - Quantum Torpedoes: Torpedo, Damage 7, Range Long, Calibration, High Yield, Intense
 - Tractor Beam (Strength 4)
-

Talents

- **IMPROVED IMPULSE DRIVE**
 - **IMPROVED WARP DRIVE**
 - **REDUNDANT SYSTEM (PROPULSION)**
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Special Rule

- **SAUCER SEPARATION**
-

U.S.S. Valiant (Defiant class) NCC-74210

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Federation Starship, *Defiant* class, Warship, Academy Training Vessel

SCALE: 3 **RESISTANCE:** 5 **SHIELDS:** 17

Systems

COMMS	09
COMPUTERS	09
ENGINES	08
SENSORS	09
STRUCTURE	08
WEAPONS	13

Departments

COMMAND	01
CONN	03
ENGINEERING	03
SECURITY	04
MEDICINE	01
SCIENCE	02

Weapons

- Phaser Arrays: Energy, Damage 7, Range Medium, Versatile 2, Area or Spread
 - Pulse Phaser Cannons: Energy, Damage 9, Range Close, Versatile 2, Spread
 - Quantum Torpedoes: Torpedo, Damage 6, Range Long, Calibration, High Yield, Intense
 - Tractor Beam (Strength 2)
-

Talents

- **ABLATIVE ARMOR**
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Special Rules

- **LANDING GEAR**
-

U.S.S. Majestic (Miranda class) NCC-31060

CREW QUALITY: Talented (Attribute 10, Department 3)

TRAITS: Federation Starship, *Miranda* class, Long-Serving

SCALE: 4 **RESISTANCE:** 4 **SHIELDS:** 16

Systems

COMMS	09
COMPUTERS	10
ENGINES	10
SENSORS	10
STRUCTURE	10
WEAPONS	10

Departments

COMMAND	03
CONN	03
ENGINEERING	03
SECURITY	02
MEDICINE	01
SCIENCE	03

Weapons

- Phaser Banks: Energy, Damage 7, Range Medium, Versatile 2, Area or Spread
 - Photon Torpedoes: Torpedo, Damage 5, Range Long, High Yield
 - Tractor Beam (Strength 3)
-

Talents

- **EXTENSIVE SHUTTLEBAYS**
 - **RUGGED DESIGN**
 - **IMPROVED DAMAGE CONTROL**
 - **HIGH RESOLUTION SENSORS**
-

K't'inga Refit Model 2366

CREW QUALITY: Proficient (Attribute 9, Department 2)

TRAITS: Klingon Starship, *K't'inga* class, Long-Serving

SCALE: 4 **RESISTANCE:** 5 **SHIELDS:** 18

Systems

COMMS	09
COMPUTERS	09
ENGINES	10
SENSORS	08
STRUCTURE	09
WEAPONS	12

Departments

COMMAND	02
CONN	03
ENGINEERING	02
SECURITY	05
MEDICINE	01
SCIENCE	02

Weapons

- Disruptor Cannons: Energy, Damage 9, Range Close, Intense
 - Phaser Banks: Energy, Damage 8, Range Medium, Versatile 2
 - Photon Torpedoes: Torpedo, Damage 6, Range Long, High Yield
 - Tractor Beam (Strength 3)
-

Talents

- **CLOAKING DEVICE**
 - **IMPROVED HULL INTEGRITY**
 - **RUGGED DESIGN**
-

D'Deridex Refit

CREW QUALITY: Talented (Attribute 10, Department 3)

TRAITS: Romulan Starship, *D'Deridex* class, Imposing

SCALE: 6 **RESISTANCE:** 7 **SHIELDS:** 22

Systems

COMMS	09
COMPUTERS	10
ENGINES	10
SENSORS	10
STRUCTURE	12
WEAPONS	11

Departments

COMMAND	03
CONN	02
ENGINEERING	03
SECURITY	04
MEDICINE	01
SCIENCE	02

Weapons

- Disruptor Ranks: Energy, Damage 10, Range Close, Intense
 - Plasma Torpedoes: Torpedo, Damage 8, Range Long, Calibration, Cumbersome, Persistent
 - Tractor Beam (Strength 5)
-

Talents

- **CLOAKING DEVICE**
 - **IMPROVED HULL INTEGRITY**
 - **TRANSPORT INHIBITORS**
-

CHAPTER 5: ENCOUNTERS AND ADVERSARIES

Exploring the Gamma Quadrant

Jem'Hadar Fourth Ecleck'Tikan (Alpha) [Minor NPC]

TRAITS: Jem'Hadar, Combat Medic

PERSONAL THREAT: 0 PROTECTION: 1

Attributes

CONTROL	09
DARING	09
FITNESS	10
INSIGHT	08
PRESENCE	08
REASON	07

Departments

COMMAND	01
CONN	01
ENGINEERING	00
SECURITY	02
MEDICINE	02
SCIENCE	00

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, Intense

Special Rules

- **BRUTE FORCE**: Core rulebook, page 361
- **THE SHROUD**: Core rulebook, page 361
- **IMMUNE TO FEAR**
- **IMMUNE TO PAIN**

First Omet'Iklan [Major NPC]

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

Attributes

CONTROL	10
DARING	11
FITNESS	12
INSIGHT	09
PRESENCE	09
REASON	08

Departments

COMMAND	04
CONN	03
ENGINEERING	02
SECURITY	02
MEDICINE	02
SCIENCE	00

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, Intense

Special Rules

- **BRUTE FORCE:** Core rulebook, page 361
- **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**
- **IMMUNE TO PAIN**
- **THE SHROUD:** Core rulebook, page 361
- **VICTORY IS LIFE:** Core rulebook, page 361

Vorta Scientist [Minor NPC]

TRAITS: Vorta, Scientist

FOCUSES: See below

PERSONAL THREAT: 0 **PROTECTION:** 0

Attributes

CONTROL	09
DARING	07
FITNESS	08
INSIGHT	10
PRESENCE	09
REASON	11

Departments

COMMAND	02
CONN	00
ENGINEERING	01
SECURITY	01
MEDICINE	02
SCIENCE	03

Attacks

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

Special Rules

- **IN THE NAME OF THE FOUNDERS:** Core rulebook, page 362
- **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]

TRAITS: Vorta, Diplomat

VALUES:

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

FOCUSES: Diplomacy, Intimidation, Negotiation

PERSONAL THREAT: 3 **PROTECTION:** 0

Attributes

CONTROL	10
DARING	08
FITNESS	07
INSIGHT	09
PRESENCE	10
REASON	10

Departments

COMMAND	03
CONN	00
ENGINEERING	01
SECURITY	02
MEDICINE	01
SCIENCE	02

Attacks

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

Special Rules

- **IN THE NAME OF THE FOUNDERS:** Core rulebook, page 362
- **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]

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

Attributes

CONTROL	09
DARING	08
FITNESS	11
INSIGHT	10
PRESENCE	11
REASON	10

Departments

COMMAND	04
CONN	02
ENGINEERING	03
SECURITY	03
MEDICINE	01
SCIENCE	03

Attacks

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

Special Rules

- **IN THE NAME OF THE FOUNDERS:** Core rulebook, page 362
- **PSYCHOKINESIS:** Core rulebook, page 156
- **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]

TRAITS: Draï, Geneticist

FOCUSES: Biology, Cloning Technologies

PERSONAL THREAT: 3 **PROTECTION:** 0

Attributes

CONTROL 09
DARING 08
FITNESS 11
INSIGHT 10
PRESENCE 11
REASON 10

Departments

COMMAND 04
CONN 02
ENGINEERING 03
SECURITY 03
MEDICINE 01
SCIENCE 03

Attacks

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

Special Rules

- **SUPERIOR TRANSPORTERS:** A Clonemaster may spend 2 Threat to use a transporter even through effects which block transporter use.
- **BIOLOGICAL DUPLICATION:** A Clonemaster may reroll one d20 on any task roll which includes Science or Medicine.

Hunter Leader [Notable NPC]

TRAITS: Draï, Elusive Hunter

FOCUSES: Energy Weapons, Melee Combat, Tracking

PERSONAL THREAT: 3 **PROTECTION:** 1

Attributes

CONTROL 07
DARING 09
FITNESS 11
INSIGHT 08
PRESENCE 10
REASON 09

Departments

COMMAND 02
CONN 01
ENGINEERING 02
SECURITY 03
MEDICINE 01
SCIENCE 00

Attacks

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

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]**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 **PROTECTION:** 1**Attributes**

CONTROL	10
DARING	10
FITNESS	12
INSIGHT	09
PRESENCE	08
REASON	10

Departments

COMMAND	03
CONN	03
ENGINEERING	04
SECURITY	02
MEDICINE	01
SCIENCE	03

Attacks

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

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.

The Front Line

General Martok [Major NPC]

TRAITS: Klingon, KDF Flag Officer, Commander of the Ninth 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

Attributes

CONTROL	09
DARING	11
FITNESS	10
INSIGHT	09
PRESENCE	10
REASON	10

Departments

COMMAND	05
CONN	02
ENGINEERING	02
SECURITY	04
MEDICINE	01
SCIENCE	02

Attacks

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

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:** See page 153 of the core rulebook.

Kai Winn [Major NPC]

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

Attributes

CONTROL	10
DARING	11
FITNESS	08
INSIGHT	10
PRESENCE	11
REASON	09

Departments

COMMAND	05
CONN	02
ENGINEERING	02
SECURITY	02
MEDICINE	02
SCIENCE	03

Attacks

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

Special Rules

- **RUTHLESS AND DETERMINED:** Kai Winn may spend 2 Threat to gain the effects of a point of Determination, rather than 3.
- **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.

Gul Dukat [Major NPC]

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

Attributes

CONTROL	08
DARING	12
FITNESS	10
INSIGHT	09
PRESENCE	12
REASON	08

Departments

COMMAND	05
CONN	02
ENGINEERING	02
SECURITY	03
MEDICINE	02
SCIENCE	02

Attacks

- Unarmed Strike: Melee, Stun 2, Size 1H
 - Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense
 - **Escalation 1** Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense
-

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]

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

Attributes

CONTROL	11
DARING	08
FITNESS	08
INSIGHT	11
PRESENCE	10
REASON	11

Departments

COMMAND	05
CONN	02
ENGINEERING	02
SECURITY	03
MEDICINE	02
SCIENCE	02

Attacks

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

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:** See core rulebook, page 362
 - **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]

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

Attributes

CONTROL	10
DARING	10
FITNESS	08
INSIGHT	10
PRESENCE	11
REASON	10

Departments

COMMAND	05
CONN	01
ENGINEERING	01
SECURITY	04
MEDICINE	02
SCIENCE	03

Attacks

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

Special Rules

- **INFECTED WITH MORPHOGENIC VIRUS:** See below.
- **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.
- **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.
- **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 empaths. She is immune to extremes of heat, cold, and exposure to vacuum.
- **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.

The Morphogenic Virus

These mechanics remain unchanged, except for the rules for Fatigue:

FATIGUE: Fatigue is a form of Stress, and a point of Fatigue functions as a point of Stress in all regards except recovery. A character cannot remove Fatigue until the cause of that Fatigue is no longer affecting the character: that is, if a character received Fatigue from a disease, the disease needs to be cured before the Fatigue can be removed.