

THE DOMINION

RACE: CHANGELINGS (AKA: THE FOUNDERS)

Long ago (way over 2,000 years ago) this race of liquid beings with the ability to mimic almost any physical form (and maybe gaseous forms as well!) were explorers of space who tried to increase their knowledge of the universe. What they found on their travels to strange new worlds were species that reacted as most do to the unknown, with fear. The Changelings' mimicry abilities instilled mistrust and hatred in the other races they met. This led to prejudice and many times violence against these liquid beings. Other races as a label and insult to this unusual race coined the term "Changeling". These beings then withdrew from interstellar affairs settling on a out of the way world, Omaria, in a nebula hidden from all outsiders. They became almost mythic beings that "probably" never really existed to other races over time. From this secret world they sent out 100 of their kind, infants, to continue their exploration of space. Each of these infants were given genetic coding that would drive them to return one day so they would be able to disseminate information on their travels and rejoin the Great Link. (NOTE: The Great Link is the center of being for Changeling society and allows them to share their thoughts and essence with the rest of society as a whole in an "ocean" of Changelings.)

About 2,000 years ago the Changelings came to realize that the only way to be safe from the other races they call "Solids" is to control them. To this end they created the Dominion, an interstellar oligarchy created just to service them and to enforce order. The Changelings have an internal instinct or drive to have order. They genetically altered or created a race known as the Vorta to be the administrators and the "go between" for them and the rest of the Dominion and "Solid" society. They also genetically created a race of soldiers and enforcers for their Dominion called the Jem'Hadar. With the Vorta and Jem'Hadar, the Changelings have used the Dominion in an expansionist method to gain control of not only countless worlds but also many interstellar empires and unions. All of this done out of paranoia. All of this to protect beings that most members of the Dominion don't even believe exists. All of this to protect the Founders.

STR: Pool
END: Pool
DEX: 2D10+60
INT: 3D10+40
CHA: N/A
LUC: 1D100-20
PSI: 1d10

POOL: 15D10+50

NOTE:

Neither STR nor END can have less than 5pts in them at any time, but all other points in the pool can be moved between the two at will or as the form chosen dictates.)

SPECIAL:

Depending on the form the Changeling takes, it may be able to avoid some or all damage from Physical sources (or even from some energy sources at the GM's discretion).

Born with the following skill levels: **Physical Mimicry: 1D10+20**

Roll 1D100 and multiple by 10 to determine age.

They may gain additional unknown skills at 1 for every 50 years of life + INT/10 for 1D10.

They may make 1 additional roll of 1D10 on skills already known for every 20 years of life + INT/10.

Sub-Group 1: WEAPONS

Deflector Shield Operation 10
Deflector Shield Technology 10
Starship Combat Strategy/Tactics 20
Starship Sensors 10
Starship Weaponry Operation 40
Personal Weapons Technology 05

Sub-Group 2: LEADER

Leadership 20
Starship Combat Strategy/Tactics 30
Starship Weaponry Operation 20
Small Unit Tactics 20

Sub-Group 3: BATTLE TECH.

Computer Technology 10
Communications Technology 05
Deflector Shield Technology 10
Electronics Technology 10
Personal Weapons Technology 05
Shuttlecraft Technology 05
Small Equipment Technology 05
Space Sciences, Astronautics 20
Starship Weaponry Technology 10
Transporter Operations 10
Transporter Technology 10

Sub-Group 4: HELM/NAV.

Deflector Shield Operation 10
Space Sciences, Astrogation 20
Starship Combat Strategy/Tactics 10
Starship Helm Operation 20
Starship Sensors 10
Starship Weaponry Operation 10
Warp Drive Technology 10

Advance Training: (INT/10 round down +5 skill rolls of 1D10 in skills already known.) For every 1-year a Jem'Hadar survives he receive 3 skill rolls of 1D10 on skills already known.



RACE: JEM'HADAR

The Jem'Hadar are the solders of the Dominion. They are ruthless and find combat an extremely enjoyable event. The Dominion uses them to keep order on there own worlds and to "enforce" their will over worlds that haven't yet realized that they are becoming part of the Dominion. They are known for their ferocity and are feared throughout the Gamma quadrant. This fear may extend to the Founders themselves since they have made the Jem'Hadar dependent on an enzyme called Ketracel White or "The White" to survive. Jem'Hadar believe themselves to be superior to all other races except their gods, the Founders. They even think of themselves as superior to the Vorta, but will follow their orders because "that is the way of things" as set down by the Founders. (The fact that the Vorta control the Ketracel White may be a small factor too!) The Jem'Hadar will sacrifice his life without a second thought to achieve victory (whatever that victory may be to that Jem'Hadar). They are bred in tanks and are able to fight at the age of 3 days. There are no female Jem'Hadar and they do not need food, drink or sleep. All they need is the White. It should also be noted that they have the ability to learn thing VERY quickly. This is an extreme advantage to a people who almost never get to see the age of 20 due to death in combat. Any Jem'Hadar who reaches the age of 20 is considered a honored elder. They also have the ability to turn invisible leaving only a slight shimmer as they move. (They are never invisible during an attack itself.)

STR: 4D10+60

END: 4D10+60

INT: 2D10+50

DEX: 3D10+60

CHA: 1D10+35

LUC: 1D100-30

PSI: 1D10-5

SPECIAL:

ARMOR: -5 (AGE 3 days to 10 years), -10 (AGE 11 to 20 years)

Born with the following skill levels: (Remember they can fight from 3 days old)

Personal Combat, Unarmed: 3D10+30

Personal Combat, Armed (all blades): 3D10+30

Marksmanship, Modern 3D10+30

Role 2D10 to determine age.

****NOTE:** Jem'Hadar do NOT get the normal 1D100/2 bonus roll to characteristics.

Jem'Hadar receive NO background skills.

Jem'Hadar Training for one month consists of:

Computer Operation 10

Communication Systems Operation 05

Environmental Suit Operation 10

Marksmanship, Modern 20

Personal Combat, Armed 20

Personal Combat, Unarmed 20

Personal Weapons Technology 05

Small Equipment Operation 10

Small Unit Tactics 10

Zero Gravity Operations 10

One Sub-Specialty Group must then be chosen:

Five of the Following at 10 each

- Economics
- Trade and Commerce
- Value Estimation
- Interrogation
- Shuttlecraft Piloting
- Astrogation
- Starship Combat Strategy/Tactics
- Trivia

Then choose 3 additional outside electives not already known at 1D10 each.

Advanced Training: (INT/10 round down +5 skill rolls of 1D10 in skills already known.)

After the age of 20 the Vorta receives an additional 1D10 roll on skills already known for every 2 years of service to the Dominion.

To determine the age of your Vorta roll 4D10+17.

RACE: **VORTA**

It is unknown whether the Vorta were once a natural race that have been genetically altered or a race created by the Founders. In either case, their purpose for being now is to serve the Founders. They do this by acting as administrators, ambassadors, leaders and advisors for the Dominion. They worship the Founders as gods and will always defer to a Changeling. As far as most of the Dominion races know, the Founders don't really exist and it is the Vorta who claim to serve these Founders who are really the ones in charge of the Dominion. The Vorta have been genetically engineered to operate in their current function for the Dominion. In fact, they have been given some "natural" ability for negotiations and are immune to almost all poisons. Some have even shown telekinetic abilities. (Eris for example in "THE JEM'HADAR") It is unknown if all have this talent or not. Many Vorta have been clone from other Vorta but this is probably not universal to all. The Vorta have both males and females indicating some form of sexual reproduction exists. (Or perhaps this is only left over from before the Changelings altered their race or maybe the Founders thought other races would relate to the Vorta better if they appeared to have the same sexual differences as most of the other "Solids")

STR: 3D10+35

END: 3D10+35

DEX: 3D10+40

INT: 3D10+40

CHA: 3D10+40

LUC: 1D100-10

PSI: 1D100-10

SPECIAL:

Some Vorta (maybe all) have powerful telekinetic abilities.
Born with the following skill levels: (GENETIC ENGINEERING)

Negotiation/Diplomacy: 1D10+20

Vorta suffer a -10 penalty to all SIGHT perception rolls but do get a +10 bonus to all HEARING perception rolls.

Vorta begin their Administrative training at the age of 13 and complete it at 20.

Choose Background skills as normal but Artistic Expression is NOT an option.

During their education ALL Vorta receive the following skills:

Administration: 30

Computer Operation: 20

Communication Systems Operation: 10

Language: Any 3 at 10 each

Leadership: 20

Life Science: One at 10

Negotiation/Diplomacy 40

Dominion Culture/History: 10

Dominion Law: 10

Political Science: 10