

ERIS

(Major NPC)

Eris is a Vorta agent, with telekinetic abilities. Her clones are specifically chosen for her ability to infiltrate and mislead, and she is more resourceful compared to her fellow Vorta. She sometimes claims to be a Kurillian from Kurill Prime, in the Gamma Quadrant. She must close her eyes and concentrate when using her telekinesis.

Traits: Vorta (see page 332 of the Core Rulebook)

Attributes

| Control | Daring | Fitness | Insight | Presence | Reason |
|---------|--------|---------|---------|----------|--------|
| 10 | 10 | 9 | 9 | 12 | 10 |

Disciplines

| Command | Conn | Security | Engineering | Science | Medicine |
|---------|------|----------|-------------|---------|----------|
| 4 | 1 | 4 | 2 | 3 | 1 |

Focuses: Deception, Diplomacy, Psychology, Telekinesis

Values: I Live To Serve the Founders

There is Nothing I Will Not Do To Succeed

No One Ever Escapes From the Jem'Hadar

You Have No Idea What's Begun Here

Stress: 13 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5▲, Nonlethal, Knockdown, 1H)
- Telekinetic Attack (Ranged, 7▲, Knockdown, Cumbersome, 1H)

Special Rules

Manipulative: If Eris purchases one or more d20s when attempting a Task to deceive or intimidate another, she may re-roll her dice pool.

Termination Implant (p. 331, Core Rulebook)

In the Name of the Founders: When using the Direct or Assist Task to command servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

Telekinesis: Eris may move objects or use telekinetic force as an attack. Objects up to Eris' weight may be moved up to Medium range with an **Insight** + **Security** Task at Difficulty 1. When used as an attack, it is treated as a weapon that is (Ranged, 3▲, Knockdown, Cumbersome, 1H).



*Homebrew version
by Tony Pi*