

HIROGEN

THE NEXT GENERATION ERA ONLY

Once, long ago, the Hirogen's grand empire stretched across a massive expanse of space, maintained by their advanced technology and relentless will for conquest. A hundred, thousand years ago, their territory covered much of the Delta Quadrant and wrapped around the galactic core as far as the Alpha Quadrant. Few signs of this empire are left, with the most noteworthy being their communications relay network. Since their apex, Hirogen society has almost entirely collapsed, with the populace scattering across the Quadrant in nomadic packs. The Hirogen have lost their ability to innovate or create and can barely even maintain their more advanced technology. What remains of Hirogen society is entirely centered around hunting: the pursuit of worthy prey and the challenge of claiming a trophy. The more unusual the relic of the hunt, the more status awarded the hunter. Their social structure was organized into packs of male hunters led by the Alpha, who was the strongest hunter. The second-in-command of a pack was the Beta, who became the Alpha if the first Alpha died. There are numerous rituals and ceremonies related to the hunt, including applying paint to faces and helmets, and studying one's prey to understand their capabilities. Even choosing a weapon is given ceremonial importance, with each hunt requiring the proper arsenal. All Hirogen hunters wear ceremonial armour, which protects them from small arms and wards against rapid changes in pressure. The armour has a removable helmet and optional face mask that can filter out dust or provide as secondary air source.

EXAMPLE VALUE: If You Are Not the Hunter, You Are the Prey

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Insight

■ **TRAIT:** Hirogen. Most Hirogen are larger than humans, being comparable in height to Klingons and Jem'Hadar, and possess physical strength comparable to the latter. Their immune system is heightened, and neutralizes foreign pathogens and chemicals, rendering most sedatives ineffective. Their biochemistry has been altered to aid in hunting, and Hirogen have excellent vision and emit no scent that would alert their prey. Most Hirogen lack basic empathy, seeing other intelligent and self-aware beings as potential prey.

■ **TALENTS:** The character receives access to the following talents:

HUNTER'S SKILL

REQUIREMENT: Hirogen, or Gamemaster's Permission

You are dangerous predator, focused on taking down your target. Once per mission, as a Minor Action you can study a target and designate it to be your prey. Whenever you attempt a Task to track your prey may re-roll one d20. Additionally, the first time you attack your prey, you may re-roll any number of d20s. However, you are driven to bring the hunt to completion and increase the difficulty of non-lethal attacks you make against your prey by 1.

TOOLS OF THE HUNT

REQUIREMENT: Hirogen, or Gamemaster's Permission

You keep the ritual equipment of a Hirogen hunter close at hand. This includes the armoured pressure suit of the Hirogen. This armour grants 2 ♣ of Resistance and confers the Trait: Environment Suit. You also own a scythe-like bladed weapon known as a talon, used to prolong the kill of a captured or cornered prey. The talon is a me lee weapon with the following profile: Melee, 1 ♣, Vicious 1, Size 1 H, and the Debilitating Quality.

