

VORTA

THE NEXT GENERATION ERA ONLY

It's believed that long ago the Vorta's progenitors were shy and timid simians, who lived in hollowed trees to avoid the many predators of their homeworld. This changed when the species was chosen to be uplifted by the Founders, who genetically augmented and reengineered the species to serve the Dominion. The Vorta are devoted servants of their empire, acting as its bureaucrats, administrators, scientists, and diplomats. Unlike the Jem'Hadar, there are male and female Vorta, and the species could reproduce in the traditional manner. Theoretically at least. Vorta who demonstrate exceptional skill and loyalty were cloned, with their memories transferred to the new clones. This allowed favoured Vorta to serve even after their death, with subsequent clones adding a number to their name. All Vorta work for the Dominion, and are engineered to see the Founders as gods. Vorta also possess no sense of aesthetics, and have no appreciation of art or fashion, as these traits were not considered necessary for their role in society.

EXAMPLE VALUE: Have Faith in the Gods and the Gods Will Have Faith in You

■ **ATTRIBUTES:** +1 Insight,+1 Presence,+1 Reason

■ **TRAIT:** Vorta. Vorta are humanoids with long elongated ears that are attached to their head giving them exceptional hearing. They have poor eyesight and a limited sense of taste, and no appreciation of food beyond kava nuts and rippleberries. Vorta are naturally immune to almost all conventional poisons. The Founders engineered the Vorta to see them as infallible gods, and are compelled to obey their direct orders.

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

MANIPULATIVE

REQUIREMENT: Vorta, or Gamemaster's Permission

You are skilled at telling people what they want to hear and what you want them to hear. When you purchase one or more d20s when attempting a Task to mislead, deceive or withhold information, you may re-roll your dice pool.

TELEKINETIC BLAST

REQUIREMENT: Vorta, or Gamemaster's Permission

You are one of the rare Vorta genetically engineered to possess limited telekinetic abilities. As a Difficulty 1 Control + Conn task, you can attempt the Interact Minor Action at Medium Range. Additionally, you can unleash a blast of psychokinetic energy, which counts as a ranged weapon with 2 A, Size 1 H, the Inaccurate and Intense qualities, and the Knockdown effect.

