

RERASH

Gorn

Female

Gorn Hegemony

Biography

Among other species of the Beta Quadrant, Gorns are known as belligerent and destructive. That's not always true, of course, as some Gorn are patient and reasonable. Of course, those that are destructive aren't always the type to get into a bar fight.

The arms dealer Rerash is as violent as any Gorn but she is far more subtle. She deals destruction on a grander scale than many Gorn warriors, she just does so by stoking the fires of war with her stock of exotic weapons and dangerous materials.



Image from *Star Trek Online*.

Rerash's interest in armaments is more than just business. She's an anarchist through and through and sees the system spanning governments of the Alpha and Beta Quadrants as hegemonic nightmares. Though she hides it in business dealings, Rerash hopes that spreading weapons of mass destruction will cause the collapse of the Federation, the Romulan Star Empire, the Klingon Empire, and any other entity that wants to bring "order" to the galaxy. Disorder is where the Gorn thrive, according to Rerash, and whatever she can do to cause more of it suits her just fine.

Rerash as Secret Agent

If you want to change things up, consider giving Rerash a more sinister motivation. What's more sinister than wanting to see everything burn? Wanting to see *almost* everything burn. Making Rerash an agent of a government makes her anarchism all the more dangerous. Though she still believes that the Gorn have been sidelined by the increasing hegemony of the galaxy, she has struck a deal with some government to change that.

The one of the Great Houses of the Klingon Empire might strike such a deal (reminiscent of the deal the House of Duras made with the Romulans, and also familiar to players of *Star Trek Online*) and the Cardassian Union might be pushed to such a drastic step after Klingon aggression nearly destroys them. The Dominion, of course, offers deals like this and having the Gorn side with them alongside the Breen creates some interesting storylines. Whoever she is working for has promised to elevate the Gorn to a high position after the other governments have crumbled. Whether they mean to honor that is up to the GM.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Gorn, Arms Dealer, Anarchist

Stress: 14 **Resistance:** 0

VALUES:

- I Specialize in the Newest and the Best
- Every Deal Is a Little Seed of Chaos (Major NPC)

ATTRIBUTES

Control	11	Daring	9
Fitness	10	Insight	10
Presence	12	Reason	9

DISCIPLINES

Command	02	Conn	02
Security	04	Engineering	01
Science	03	Medicine	01

For Major NPC add +1 to Command and Engineering.

FOCUSES:

- Hand-Held Disruptors
- Negotiations
- Ship Weapon Systems (Major NPC)
- Manipulation (Major NPC)

ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, 1H, Non-lethal)
- **Disruptor Pistol** (Ranged, 7♣ Vicious 1, 1H)
- **Escalation Disruptor Rifle** (Ranged 8♣ Vicious 1, 2H, Accurate)

SPECIAL ABILITIES

- **Dauntless** (Talent, p. 136)
- **Deliberate Strike:** Gorn are patient and deliberate in their actions. Whenever Rerash uses the Ready Task to ready an attack, she may re-roll one d20.
- **Stoke the Fire:** Whenever Rerash attempts a Task to persuade someone to violence, she may add a bonus d20 to her dice pool.
- **Hard to Crack:** When Rerash succeeds at a Task to resist revealing information in social conflict, she will gain one bonus Threat, which may only be used towards the cost of a Complication.