

S'KARD

Gorn

Female

Gorn Hegemony

Biography

Most people encounter Gorn as mercenaries or pirates, violent warriors who crack skulls for their own benefit or the person who employs them. The values of Gorn society support a mercenary lifestyle, but not all mercenaries are warriors.

S'kard is a smuggler and pilot for hire, one of the best in the contentious Beta Quadrant. She excels at getting through areas that other pilots consider a death trap, especially blockades and patrol routes along the Klingon border. She actually has a bit of a vendetta against the Klingons after a colony she lived on was devastated in an attack by the Empire. She knows she is not a warrior, nor does she have the resources to make the Klingons pay... at least not yet.



Image from *Star Trek Online*.

Any job that involves pulling one over on the Klingons is a sure way to get S'kard to agree. She wants payment, of course, but often waves off hazard pay or criminal risks if it's going to hurt the Klingon Empire. This has put her in the middle of a number of important events in the past from the Klingon Civil War to Klingon aggression against the Cardassians, and she's likely to be in the middle of future events as well.

S'kard as Starfleet Intelligence Asset

With her hatred of Klingons and her ability to literally fly under the radar, S'kard would make an excellent asset for Starfleet Intelligence. Winning her over might be a mission in itself but once she agrees to work for Starfleet there are many different mission hooks that she offers. She has an ear to the criminal underworld and could inform on other criminals, which requires a dependable crew to foil illegal plans without revealing S'kard. She could also be a source on threats from the Klingon Empire since other criminals would know she pays well for dirt on the Klingons.

As a pilot who regularly flies into danger, S'kard also could get in over her head and need to be bailed out. How would a crew rescue her without revealing her ties to Starfleet Intelligence? Well, that's for the players to figure out. In a campaign set during the Dominion War, it's up to you to decide how S'kard-as-asset would take the alliance between the Federation and the Empire. Potentially this is enough of a betrayal that she would break all ties with Starfleet and disappear into the wind... taking any sensitive information she's picked up with her.

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, Smuggler

Stress: II **Resistance:** 0

VALUES:

- **I Can Get Anywhere. For a Price**
- **If It Hurts the Klingons, I Will Do It** (Major NPC)

ATTRIBUTES

Control	II	Daring	IO
Fitness	9	Insight	IO
Presence	9	Reason	II

DISCIPLINES

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

For Major NPC add +1 to Security and Engineering. This increases her Stress by +1.

FOCUSES:

- **Starship Maneuvers**
- **Warp Systems**
- **Sensor Systems** (Major NPC)
- **System Repairs** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Disruptor Pistol** (Ranged, 5♣ Vicious 1, 1H)
- **Escalation Disruptor Rifle** (Ranged 6♣ Vicious 1, 2H, Accurate)

SPECIAL ABILITIES

- **Bold** (Talent, p. 135) for the Conn Discipline
- **Precise Evasion** (Talent, p. 137)
- **Push the Limits** (Talent, p. 137)
- **Deliberate Strike:** Gorn are patient and deliberate in their actions. Whenever S'kard uses the Ready Task to ready an attack, she may re-roll one d20.
- **Glancing Impact:** Succeeding at the *Evasive Action* Task increase the Resistance of the ship being piloted by +2. This bonus lasts until the start of S'kard's next Turn.

The Reskla

Where would a pilot be without her ship? S'kard owns and flies the *Reskla* (which means "Vegeance" in Gorn) and most of the time she lives on it by herself. The interior is dark and uncomfortably hot for most humanoids, but it's a fast and dangerous ship with some personal modifications by S'kard herself.

Use the statistics for the Gorn Raider (*Beta Quadrant Sourcebook*, p. 97) for the *Reskla* with the following modifications.

- Increase Engines by 2 and Conn by 1.
- Increase the strength of the Tractor Beam to 3.
- Add the Improved Reaction Control System Talent.