

# ZRABAS

**Gorn**

**Male**

**Gorn Hegemony**

## Biography

The Gorn are known as belligerent and violent, but that doesn't mean they're stupid. The infamous bounty hunter Zrabas often uses this expectation to his advantage, playing up the careless brute when he is in fact a careful and deadly hunter.

Zrabas grew up on Drozana Station, a civilian-run station in the Klingon Neutral Zone which was once a Federation deep space station. Now it is a melting pot of various Beta Quadrant species, with ships arriving and departing daily. For a clever young Gorn it was the perfect place to learn about people. Zrabas made a name for himself as part of the Orion Syndicate informing on traders and watching for important targets.

Then Zrabas did something that few people ever manage: he left the Orion Syndicate. Zrabas had become a skilled enough operator that he could announce he was leaving the Syndicate. This might have put a price on his head but the Gorn also said he would give the Orion Syndicate preferential rates as long as he lived. Seeing their options as killing a useful agent or working with him as a private contractor, the Orions decided they were willing to accept this new reality.

Since leaving, Zrabas has taken on contracts for anybody and everybody. He mostly operates in the Beta Quadrant but with increasing opportunity around the Bajoran Wormhole he is finding himself more often in the Alpha Quadrant. While arresting someone isn't strictly legal, Zrabas is careful to work within laws when he can. Better to take longer to complete the job well, he always says.



Image from *Star Trek Online*.

### Zrabas as Orion Syndicate Operative

If you prefer, Zrabas may not have left his Syndicate connections behind and may instead be a powerful weapon of the Orions. In this scenario he will have a support network behind him and might have impressive inside information on his target. It also puts him farther up the list of targets for groups like Starfleet Intelligence and perhaps worth a mission solely to apprehend him. Of course, being a tool of the Orion Syndicate makes Zrabas less of an interesting character in his own right and he is probably best used as the trusted lieutenant of a more powerful Syndicate leader, such as those found in the *Beta Quadrant Sourcebook*.

## 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, Bounty Hunter

### VALUES:

- You're Nothing But Prey to Me
- Power Comes from Stillness (Major NPC)

### ATTRIBUTES

Control	II	Daring	10
Fitness	II	Insight	10
Presence	10	Reason	9

For Major NPC add +1 to Daring and Presence.

### DISCIPLINES

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

For Major NPC add +1 to Conn and Medicine.

### FOCUSES:

- Tracking
- Stealth
- Hand Disruptors (Major NPC)
- Investigation (Major NPC)

**Stress: 15    Resistance: 0 (I)**

### ATTACKS:

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

### SPECIAL ABILITIES

- **Deliberate Strike:** When Zrabas uses a Ready Task to ready an attack, he may re-roll one d20.
- **Thick Hide:** Zrabas's tough skin increases his Resistance by +1 against all non-lethal attacks. Furthermore, when he makes the Recover Task he regains 3 Stress per Momentum spent rather than 2.
- **Hunter's Spirit:** When Zrabas attempts a Task to watch, follow, or track a target and he purchases one or more dice with Threat, Zrabas may re-roll any number of d20s.
- **Ambush:** When attacking an opponent who is unaware, Zrabas may spend 2 Threat to allow him to re-roll any number of d20s on his attack roll and any number of Challenge Dice on his damage roll.