

# GORN CAPTAIN

## [MAJOR NPC]

Having earned their position through a combination of a lifetime of service and natural talent, Gorn captains command the respect of their crew and civilians throughout the Hegemony. Intelligent and highly trained, they are more than the equals of Starfleet captains.

**TRAITS:** Gorn, Captain

### VALUES:

- My Life For My Crew
- The Emperor Knows Best
- Trust is Earned Through Blood

### SYSTEMS

CONTROL	10	FITNESS	10	PRESENCE	11
DARING	09	INSIGHT	09	REASON	10

### DEPARTMENTS

COMMAND	05	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

**FOCUSES:** Discipline, Hand-to-Hand Combat, Interstellar Law, Navigation

**STRESS:** 15      **RESISTANCE:** 1

### ATTACKS:

- Unarmed Strike (Melee, 4♣, Knockdown, Size 1H, Non-lethal, Vicious 1)
- Dagger (Melee 4♣, Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 6♣, Vicious 1, Size 1H)

### SPECIAL RULES:

- Authoritative:** When the Gorn Captain makes the Direct Task, either they or the commanded officer can reroll a d20.
- Menacing:** When the Gorn Captain enters a scene, immediately add a point to the Threat pool.
- Thick Hide:** When the Gorn Captain succeed at the Recover Task, they regain 3 Stress per Threat spent rather than 2.