

GORN ENGINEER

[NOTABLE NPC]

Like most operations officers, Gorn engineers spend their days keeping their ship or station running. Many can be found in the field, operating mobile turrets or force field generators. Gorn engineers are highly sought by freelancers and merchants, moreso even than Gorn bodyguards, as their skill at repairs and maintenance are well regarded.

TRAITS: Gorn, Engineer

VALUES: Things Have to Run Smooth

SYSTEMS

CONTROL 10

FITNESS 09

PRESENCE 08

DARING 10

INSIGHT 07

REASON 10

DEPARTMENTS

COMMAND 01

SECURITY 01

SCIENCE 02

CONN 02

ENGINEERING 03

MEDICINE 00

FOCUSSES: Power Systems, Repairs, Warp Engines

STRESS: 10

RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 2♣, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 4♣, Vicious 1, Size 1H)

SPECIAL RULES:

- Combat Repairs:** When the Gorn Engineer attempts the Power Management or Regenerate Shields Tasks they can reroll an extra d20.
- Thick Hide:** When the Gorn Engineer succeed at the Recover Task, they regain 3 Stress per Threat spent rather than 2.

