

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

ATTRIBUTES

CONTROL 10

FITNESS 08

PRESENCE 11

DARING 09

INSIGHT 09

REASON 09

DEPARTMENTS

COMMAND 04

SECURITY 03

SCIENCE 02

CONN 02

ENGINEERING 02

MEDICINE 03

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

STRESS: 15

RESISTANCE: 1

ATTACKS:

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

SPECIAL RULES:

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

