

GORN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Gorn are a cold-blooded, reptilian species with green, rubbery skin and red blood. Curiously, the species actually hails from three separate planets in their home sector, with the Gorn of all three worlds being genetically identical. Archaeology has determined that none of these worlds are their true homeworld, which remains unknown. Individual Gorn exhibit aggressive and assertive behaviour: once set upon a course of action, it is difficult for them to deviate from the plan. This is especially difficult if they believe they are on the right course. Some humanoids underestimate the Gorn, working under the impression that reptiles are somehow less evolved than mammals. However, the Gorn are as intelligent as Humans, and were technologically comparable to the Federation during the mid-23rd Century. After several disastrous first contact experiences, the Gorn have become xenophobic, typically remaining in their own small space—the Gorn Hegemony—which is a monarchy led by the Gorn Emperor.

EXAMPLE VALUE: Don't Act Until You're Sure You're Right, Then Let Nothing Stop You

■ **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness

■ **TRAIT:** Gorn. The reptilian Gorn are many times stronger than Humans and possess great stamina, but are slower and less agile. Like most cold-blooded species, they preferred warmer temperatures. They heal quickly, with their cells regenerating at an impressive rate.

■ **TALENTS:** The character receives access to the following talents:

BRUTE FORCE

REQUIREMENT: Gorn, or Gamemaster's Permission

You are strong and can hit with surprising force. You add the Vicious 1 effect to your Unarmed Strike.

DELIBERATE STRIKE

REQUIREMENT: Gorn, or Gamemaster's Permission

Gorn are patient and deliberate in their actions. Whenever you use the Ready Task to ready an attack, you may re-roll one d20.

THICK HIDE

REQUIREMENT: Gorn, or Gamemaster's Permission

Your thick hide defend you against lesser wounds. Your Resistance is increased by+ 1 against all non-lethal attacks. Furthermore, when you succeed at the Recover Task, you regain 3 Stress per Momentum spent rather than 2.

