

# 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, more so even than Gorn bodyguards, as their skill at repairs and maintenance are well regarded.

**TRAITS:** Gorn, Engineer    **VALUES:** Things Have to Run Smooth

## ATTRIBUTES

CONTROL 10

FITNESS 08

PRESENCE 08

DARING 10

INSIGHT 07

REASON 10

## DEPARTMENTS

COMMAND 01

SECURITY 01

SCIENCE 02

CONN 02

ENGINEERING 03

MEDICINE 00

**FOCUSES:** Power Systems, Repairs, Warp Engines

**STRESS:** 10

**RESISTANCE:** 1

### ATTACKS:

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

### SPECIAL RULES:

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

