

GORN THUG

[MINOR NPC]

Gorn Thugs can be security officers or members of the infantry, but they might also be mercenaries or hired muscle. Traders operating between Federation and Klingon space often employ Gorn as guards and labourers.

TRAITS: Gorn

ATTRIBUTES

CONTROL 08

FITNESS 10

PRESENCE 08

DARING 10

INSIGHT 08

REASON 07

DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 00

CONN 02

ENGINEERING 01

MEDICINE 00

STRESS: 12

RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 3A, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5A, Vicious 1, Size 1H)

SPECIAL RULES:

- Thick Hide:** When the Gorn Thug succeed at the Recover Task, they regain 3 Stress per Threat spent rather than 2.

