

Gurahn - Page 1

Alternate IDs: Captain, trade ship Vorn
Player: NPC
Campaign/GM: Triangle Campaign/Brian Cribb
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Val	Char	Cost	Roll	Notes
12	STR	2	11-	HTH Damage 2d6 END [1]
13	DEX	9	12-	OCV 4 DCV 4
12	CON	4	11-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2 1/2d6
12	COM	1	11-	
2/3	PD	0		
2	ED	0		
2	SPD	0		
4	REC	0		Run: 6"
24	END	0		Swim: 2"
25	STUN	0		Leap: 2"

Disadvantages

-9) Normal Characteristic Maxima No Age Restriction	20
Klingon Racial	
1) Distinctive Features: Klingon (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)	10
2) Reputation: Violent, 8-	5
3) Vulnerability: 1 1/2 x STUN Cutting weapons (Uncommon) [Notes: The Klingon circulatory system is closer to the surface to distribute heat in warm environments. This causes them to bleed more from cuts.]	5
Klingon Cultural	
1) Psychological Limitation: Paranoia (Uncommon, Moderate) [Notes: Part of the komerex zha, or perpetual game. The strong seek advantage over the weak. Klingons expect this behavior, even from other races.]	5
General	
1) Hunted: Imperial Klingon States 8- (Mo Pow, Limited Geographical Area, Harshly Punish)	10

XP
0

Base : 75
Disads : +55
XP Spent : +0
Total = 110

37 : Characteristics Cost
3 + Powers Cost
70 + Martial Arts/Skills/Perks/Talents Cost
110 = Total Cost

Pts. Power/Skill/Perk/Talent

END

Powers

- Klingon Racial
- 1) **Strong Bones and Reinforced Spine:** Armor (1 PD/0 ED) (2 Active Points); Only Works Against Limited Type of Attack (Blunt trauma; -1/2) [Notes: A Klingon's spine is reinforced all the way up to the base of the skull, and a ridge protects the skull itself.] 0
 - 2) Life Support (Safe in Intense Heat) 0

Skills

General Skills

- 0 1) CuK: Klingon 8-
- 0 2) AK: Klingon Homeworld 8-
- 2 3) **Klingon Knife Fighting:** +4 with knives
- 0 4) **Free Fighting Skills:** WF: Clubs, Fist-Loads, Thrown Rocks, Unarmed Combat
- 2 5) WF: Common Melee Weapons
- 1 6) WF: Disruptor Pistols
- 1 7) WF: Laser Pistols
- 0 8) **Modern Transport:** TF: Common Motorized Ground Vehicles, Grav Vehicles/Hovercraft
- 1 9) **Shuttlecraft Pilot:** TF: Shuttlecraft [Notes: Any small sublight spacecraft, even in atmosphere.]

Trade Experience

- 5 1) Computer Programming 13-
- 4 2) Language: Orion (idiomatic)
- 2 3) KS: Interstellar Commerce 11-
- 9 4) Trading 15-

Starship Experience

- 1 1) **Astrogration:** Navigation 8- [Notes: Considered a space science for the purpose of skill levels, but not for skill enhancers.]
- 3 2) **Starship Helm:** Combat Piloting 12-
- 1 3) Astronautics 8-
- 1 4) Electronics 8-
- 1 5) Mechanics 8-
- 0 6) SysOp (Communications Systems) 8-
- 1 7) SysOp (Environmental Systems) 8-
- 3 8) SysOp (Transporters) 13-
- 2 9) SysOp (Starship Sensors) 12-
- 2 10) SysOp (Deflector Shields) 12-
- 2 11) SysOp (Starship Weaponry) 12-

Command Experience

- 13 1) Persuasion 17-
- 3 2) **Starship Strategy:** Tactics 12-

Perks

- 0 **Interstellar Merchant's Certification:** Merchant's Ticket
- 0 **License to Master a Vessel in Space:** Master's Ticket

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Base OCV:	4	Base DCV:	4	Base ECV:	5
Adjustment +		Adjustment +		Adjustment +	
Final OCV:		Final DCV:		Final ECV:	

Levels: +4 with knives

Combat Maneuvers						
Name	Phase	OCV	DCV	Effect		
Block	1/2	+0	+0	Block, Abort		
Brace	0	+2	1/2	+2 vs. Range Mod.		
Disarm	1/2	-2	+0	Can disarm		
Dodge	1/2	---	+3	Abort, vs. all attacks		
Grab	1/2	-1	-2	Grab two limbs		
Grab By	1/2	-3	-4	Move and Grab		
Haymaker	1/2*	+0	-5	+4DC to attack		
Move By	1/2	-2	-2	STR/2 + v/5		
Move Through	1/2	-v/5	-3	STR + v/3		
Set	1	+1	+0	Ranged attacks only		
Strike	1/2	+0	+0	STR or weapon		
Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10
DEX: 13	SPD: 2		ECV: 5			
Phases: 6, 12						
2/3 PD (0/1 rPD)	2 ED (0 rED)		MD: 0			
END: 24	STUN: 25		BODY: 13			

Roll	Location	STUNx	NSTUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Height: 1.78 m
Weight: 85.00 kg
Hair: Black
Eyes: Black
Appearance: Gurahn tends to smile more than most Klingons. He has gentle features and is openly friendly, allowing him to overcome the Klingon reputation for senseless violence. He dresses in civilian clothes and projects a capable but non-threatening image.

Background: Gurahn was a warp shuttle captain during the Four Years War. He was part of a weaker family line, so his only hope of advancement was through the VIP passengers that he transported within the Empire. All of that was ruined, however, when Admiral Kamato mounted a failed coup against the Emperor. All of the VIP passengers were loyal to Kamato, along with most of Gurahn's crew.

Gurahn managed to enter a custom emergency code from the captain's chair to lock the bridge consoles and activate a Red Alert before fighting his way off the bridge. (No one expected one person to take on more than twenty mutineers, so the first two stabs were free.) The Security Office can monitor the entire ship, so he made his way there and locked himself in. Fortunately, the ship's engineer had locked himself in the Transporter Room and had already transported two bodyguards into space.

Gurahn quickly used the intercom to help his officer identify the right people to get rid of. It wasn't easy to get a lock inside the ship, but it really only takes a few successes to ruin morale. Several members of VIP staff were removed from the ship, and one of Admiral Kamato's oldest friends was transported from the captain's chair on the bridge. After that, everyone surrendered.

Gurahn tried to report back, but the mutineers had already sent messages to the Empire declaring their loyalty to Kamato. Everyone on the ship was politically burned whether they were part of the coup or not. Kamato left for the Triangle to form the Imperial Klingon States, but Gurahn couldn't join them because he had killed a bunch of Kamato's friends. With nothing left to lose, he took his remaining crew to the Triangle to start a new career as an independent trader.

Personality: Gurahn just wants to keep flying. He couldn't get anywhere in the Klingon Empire, but maybe he can make something of himself in the Triangle. He'll practice his own version of the komerex zha. It's his own ship and his own trading business that will grow, and his own crew will share glory under the naked stars. Every person onboard failed to fit into their own culture, so Gurahn will help them build a new one where they'll fit just fine.

Quotes: Today is a good day to escape!

Powers/Tactics: Guhran would rather talk his way out of a conflict, because that's cheaper than breaking a bunch of things that will need to be replaced. Failing that, it's best to talk while holding a disruptor. Failing that, someone might need to get shot. And failing that, someone might need to get stabbed. But talking is better, and staying alive is best.

Campaign Use/Notes: Guhran will show up because of some scam he's running to make money. It might even be a legitimate cargo run. He'll deal fairly because that's good for business, but he's not above taking an illegal contract if he thinks it's worth it.