Ssleestak

SPECIES: Gorn
GENDER: Male **HEIGHT:** 2.13 m (7'0") **EYES:** Glistening gold
AGE: 30 **WEIGHT:** 136 kg. (300 lbs.) **HAIR:** None
RANK: Lieutenant
ATTRIBUTES: Agl 6 (+0), Int 12 (+3), Per 8 (+1), Prs 7 (+0), Str 14 (+4), Vit 10 (+2)
REACTIONS: Quik +1, Savv +1, Stam +3, Will +2

SPECIES ABILITIES:
- **Determined:** Ssleestak gains a +2 bonus in any contested test against the use of Influence or Persuade skills to make him change his actions.
- **Natural Armor:** Ssleestak's scaly hide absorbs one point of damage from every hit he takes.
- **Poor Communicator:** Ssleestak suffers a -2 species penalty to all Persuade and Influence tests.
- **Poor Sense of Smell:** Ssleestak suffers a -2 species penalty to Observe (Smell) tests.

UPBRINGING: Academic Upbringing
PROFESSION: Starfleet Engineer
PROFESSIONAL ABILITIES:
- **Engineering Expertise:** Ssleestak gains a +2 bonus (½ Physical Science Skill, round up) for all tests involving Propulsion Engineering (Warp Drive).
- **Miracle Worker:** When making Propulsion Engineering Skill tests, Ssleestak performs the operation in ½ the base time. This applies to extended tests as well.

ADVANCEMENTS: 9

EDGES:
- **Command 1:** Ssleestak is chief engineer; all subordinates in his presence gain a +1 bonus to one Professional Skill, chosen at the start of the game session.
- **Competitive:** Ssleestak gains a +1 bonus on all opposed tests.
- **Cultural Flexibility:** Ssleestak gains a +2 bonus to social tests involving species different from his own.
- **Curious:** When Ssleestak spends Courage on an Academic test, he gains +5 instead of +3 per each Courage spent.
- **Fit:** Ssleestak gains a +1 bonus to all Physical tests.
- **Promotion 2 (Lieutenant):** Ssleestak gains a +1 bonus to all social rolls made against those under his command.
- **Resolute:** When Ssleestak spends Courage in a Willpower test, he gains +5 instead of +3 per each Courage spent.

FLAWS:
- **Proud:** Ssleestak suffers a -1 penalty to all Social tests.

HEALTH: 12

Wound Level	Penalty	Health
Healthy	None	00000 00000 00
Dazed	-1	00000 00000 00
Injured	-3	00000 00000 00
Wounded	-5	00000 00000 00
Incapacitated	-7	00000 00000 00
Near-Death	-9	00000 00000 00

DEFENSE: 7
COURAGE: 4 OOOOOO
INITIATIVE: +1
RENOWN: 0

SKILLS:	Specialty	Test Cat.	ATT.	ATT. Mod.	Levels	Misc.	Total
Athletics		PHYS	STR	+4	+2	+1	+7
Brawling		PHYS	AGL	+0	+3	+1	+4
Computer Use	Programming	ACAD	INT	+3	+4		+7/+9
Construct	Computers	PHYS	INT	+3	+4	+1	+8/+10
Culture	Gorn	ACAD	INT	+3	+4		+7/+11
Energy Weapons		PHYS	AGL	+0	+3	+1	+4
Entertain	Instrument	SOC	PRS	+0	+2	-1	+1
History	Gorn	ACAD	INT	+3	+4		+7/+11
Language: Federation Standard		ACAD	INT	+3	+2		+5
Language: Gorn		ACAD	INT	+3	+3		+5
Language: Klingon		ACAD	INT	+3	+2		+5
Physical Science	Mathematics	ACAD	INT	+3	+3		+6/+8
Politics	Gorn	ACAD	INT	+3	+4		+7/+11
Propulsion Engineering	Warp Engines	ACAD	INT	+3	+5		+8/+12
Repair		PHYS	INT	+3	+6	+1	+10
Space Science		ACAD	INT	+3	+4		+7
Specific World	Gorn	ACAD	INT	+3	+4		+7/+11
Structural Engineering		ACAD	INT	+3	+2		+5
Survival		PHYS	PER	+1	+2	+1	+4
Systems Engineering	Computer Systems	ACAD	INT	+3	+5		+8/+10
System Operation		PHYS	INT	+3	+5	+1	+9

BACKGROUND: