

## MIRADORN MARAUDER [MINOR NPC]

Miradorn marauders often prey on trade vessels. They ally themselves with raiders of other species, such as Acamarian Gatherers. They always work with their twins unless the other has been killed.

**TRAITS:** Miradorn. An Alpha Quadrant species from the planet Mirada, the Miradorn are telepathically-linked twins who are two halves of the same being. If one twin dies, the other will seek vengeance for the loss of their other 'self'. They are a quarrelsome people. Their foreheads are divided into two hemispheres, and they also have a unique throat structure.

### ATTRIBUTES

<b>CONTROL</b> 08	<b>FITNESS</b> 10	<b>PRESENCE</b> 07
<b>DARING</b> 10	<b>INSIGHT</b> 08	<b>REASON</b> 07

### DISCIPLINES

<b>COMMAND</b> 01	<b>SECURITY</b> 02	<b>SCIENCE</b> 00
<b>CONN</b> 02	<b>ENGINEERING</b> 01	<b>MEDICINE</b> 00

**STRESS:** 12                      **RESISTANCE:** 0

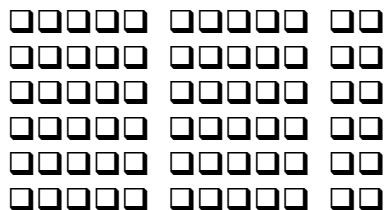
### ATTACKS:

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

### SPECIAL RULES:

- **Miradorn Twin Telepathic Link:** Whenever a Miradorn is within Medium range of their twin, their twin may automatically assist them on a Task with **Insight + Command**. This does not use up their twin's turn.
- **Miradorn Vendetta:** If a Miradorn's twin is killed, the surviving twin may re-roll two d20s when in personal combat or starship combat against the one they believe is responsible for the twin's death.

**MIRADORN ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Insight



## ACAMARIAN GATHERER [MINOR NPC]

Since 2266, Acamarian Gatherers have chosen the life of nomadic interstellar raiders, refusing to be part of the peace effort on their homeworld. The Acamarian government has tried to make peace with the Gatherers, succeeding only in 2366 after Federation intervention. Some Gatherers, however, have chosen to remain as nomadic raiders.

**TRAITS:** Acamarian. Acamarians have a formed indentation in their foreheads. Many have facial tattoos, and their blood is iron and copper based. Clan membership is important, which often leads to clan feuds.

### ATTRIBUTES

<b>CONTROL</b> 10	<b>FITNESS</b> 08	<b>PRESENCE</b> 08
<b>DARING</b> 10	<b>INSIGHT</b> 08	<b>REASON</b> 07

### DISCIPLINES

<b>COMMAND</b> 02	<b>SECURITY</b> 02	<b>SCIENCE</b> 00
<b>CONN</b> 01	<b>ENGINEERING</b> 01	<b>MEDICINE</b> 00

**STRESS:** 10                      **RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Regalian Phaser Rifle (Ranged, 5▲, Size 2H, Accurate)

### SPECIAL RULES:

- **Steal to Survive:** If a Gatherer is using multiple Minor Actions during a Turn, the use of *Draw Item* has an effective cost of zero.

**ACAMARIAN ATTRIBUTES:** +1 Control, +1 Daring, +1 Presence

