

## PRANIR TRADER [MINOR NPC]

Pranir Traders are mostly trustworthy, although there are some exceptions. Some of the technology they trade may not always work properly, as they often trade in technology they don't fully understand. They might sell you something that won't work on your planet. They are not as shifty as Ferengi, but you should still always read the fine print.

**TRAITS:** Pranir. The Pranir have a serpentine body with four arms (one pair on top of the other pair), each with a hand with four mutually-opposed fingers. They have binocular eyes and ears like an owl, and the snout is tipped with a strong beak that functions like a horn. However, the mouth is jawed, with omnivore teeth. A pair of feathery crests runs along the head like parallel Mohawk haircuts. They have brown feathers covering their body. They are egg-layers. Their language includes simultaneous sound and gestures, and only nestlings speak without gesticulation. They are traders by nature, and are adept at smuggling.

### ATTRIBUTES

|                   |                   |                    |
|-------------------|-------------------|--------------------|
| <b>CONTROL</b> 09 | <b>FITNESS</b> 07 | <b>PRESENCE</b> 10 |
| <b>DARING</b> 07  | <b>INSIGHT</b> 10 | <b>REASON</b> 08   |

### DISCIPLINES

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

**STRESS:** 7                      **RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 1▲ Knockdown, Size 1H, Non-lethal)
- Tsaran Laser Pistol (Ranged, 3▲, Size 1H)

### SPECIAL RULES:

- **Pranir Dexterity:** The Pranir suffers one fewer Complication stemming from a Control Task, to a minimum of zero.
- **Heritage of Trade:** When the Pranir attempts or opposes a Task that involves business or trade, it may add a bonus d20 to its dice pool.

**PRANIR ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

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## PRANIR SMUGGLER [NOTABLE NPC]

Smuggling is a venerable trade in Pranir society. Some are content to smuggle minor contraband, while others cross over into the realm of the highly illegal. They are more dangerous than the average Pranir Trader.

**TRAITS:** Pranir. See previous entry.

### ATTRIBUTES

|                   |                   |                    |
|-------------------|-------------------|--------------------|
| <b>CONTROL</b> 11 | <b>FITNESS</b> 08 | <b>PRESENCE</b> 09 |
| <b>DARING</b> 09  | <b>INSIGHT</b> 10 | <b>REASON</b> 07   |

### DISCIPLINES

|                   |                       |                    |
|-------------------|-----------------------|--------------------|
| <b>COMMAND</b> 01 | <b>SECURITY</b> 02    | <b>SCIENCE</b> 00  |
| <b>CONN</b> 03    | <b>ENGINEERING</b> 02 | <b>MEDICINE</b> 01 |

**FOCUSES:** Smuggling, Bribery, Deception

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

### ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Tsaran Laser Pistol (Ranged, 5▲, Size 1H)
- **Escalation** Tsaran Laser Rifle (Ranged, 6▲, Size 2H)

### SPECIAL RULES:

- **Pranir Dexterity:** The Pranir suffers one fewer Complication stemming from a Control Task, to a minimum of zero.
- **Heritage of Trade:** When the Pranir attempts or opposes a Task that involves business or trade, it may add a bonus d20 to its dice pool.
- **More Arms, More Actions:** If the Pranir Smuggler takes a Swift Task that involves using hands (e.g., attacking), the cost of the Swift Task is reduced by one.

**PRANIR ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

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