

PIRATE CAPTAIN

[MAJOR NPC]

Maintaining their position through skill and ferocity, Nausicaan Pirate Captains are ruthless and accept no questions or disloyalty from subordinates. To show weakness is to invite challenge and death. Nausicaan Captains have to show their strength by leading boarding parties, but cannot risk injury as they are unlikely to be given time to recover.

TRAITS: Nausicaan

VALUES:

- Might Makes Right
- My Way or the Airlock

SYSTEMS

CONTROL	10	FITNESS	10	PRESENCE	11
DARING	12	INSIGHT	09	REASON	07

DEPARTMENTS

COMMAND	04	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

FOCUSES: Handheld Disruptors, Intimidation, Paranoia

STRESS: 14

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5♣, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee 5♣, Vicious 1, Size 1H)
- DisruptorPistol (Range Long, 7♣, Vicious 1, Size 1H)

SPECIAL RULES:

- **Bully:** When the Nausicaan Pirate Captain attempt a Task to intimidate or frighten a creature they consider weaker and buy one or more d20s with Threat, they ignore any complications.
- **Crippling Attack:** When the Nausicaan Pirate Captain performs a Task using Security, you may spent a Threat to prevent the target from taking the Movement Minor Action.
- **Menacing:** When the Nausicaan Pirate Captain enters a scene, immediately add a point to the Threat pool.
- **Tough:** The Nausicaan Pirate Captain only suffers an injury after sustaining 6 damage instead of just 5.