

# NAUSICAAN BODYGUARD

## [NOTABLE NPC]

Despite their untrustworthy and selfish natures, Nausicaans often find work as personal guards. Their high pain tolerance and willing to do anything for money (especially if it's violent) makes them excellent enforcers and hired protection.

**TRAITS:** Nausicaan

**VALUES:** Pain is Pleasure

## SYSTEMS

CONTROL 09

FITNESS 10

PRESENCE 08

DARING 09

INSIGHT 08

REASON 07

## DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 00

CONN 03

ENGINEERING 02

MEDICINE 01

**FOCUSES:** Ignore Pain

**STRESS:** 12

**RESISTANCE:** 0

### ATTACKS:

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

### SPECIAL RULES:

- Bodyguard:** When acting to defend the individual they are hired to guard, and buying additional d20s with Threat, a Nausicaan Bodyguard may re-roll a single d20.
- Sentry:** The Nausicaan Bodyguard can defend a creature or object within close range as a Minor Action. Until the Bodyguard's next turn, the Difficulty of attacking the defended target increases by 1.

