

# NAUSICAAN PIRATE

## [MINOR NPC]

A crewmember of a Nausicaan raiding vessel, Pirates target freighters and transport ships in uncontrolled interstellar space. Pirate boarding parties assault disable vessels, looking for valuable cargo that might be hidden from sensors. On occasion, Nausicaans will raid settlements and outposts, with Pirates being the bulk of landing parties.

**TRAITS:** Nausicaan

### SYSTEMS

CONTROL 09

FITNESS 08

PRESENCE 09

DARING 10

INSIGHT 07

REASON 07

### DEPARTMENTS

COMMAND 00

SECURITY 02

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 00

**STRESS:** 10

**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:

- **Bully:** When the Nausicaan Pirate attempt a Task to intimidate or frighten a creature they consider weaker and buy one or more d20s with Threat, they ignore any complications.