

NAUSICAAN MERCENARY

[NOTABLE NPC]

Hired guns willing to work for whoever pays the most, Nausicaan mercenaries have no loyalties, even to formerly employers or other Nausicaans. So long as they are paid, they can be somewhat loyal. But without regular action, mercenaries become restless and seek out a violent pursuit.

TRAITS: Nausicaan

VALUES: Money is Almost as Good as Violence

SYSTEMS

CONTROL 08

FITNESS 10

PRESENCE 09

DARING 11

INSIGHT 08

REASON 07

DEPARTMENTS

COMMAND 02

SECURITY 03

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 00

FOCUSES: Hagglng, Knives, Torture

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4♣ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee 4♣ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 6♣ Vicious 1, Size 1H)

SPECIAL RULES:

- **Bully:** When the Nausicaan Mercenary attempt a Task to intimidate or frighten a creature they consider weaker and buy one or more d20s with Threat, they ignore any complications.
- **Lust for Violence:** When a Nausicaan Mercenary attempts a Melee attack, and purchases one or more additional dice with Threat, the Nausicaan may re-roll any number of ♣ from that attack.