

NAUSICAAN

ALL ERAS OF PLAY

Bullies by nature, Nausicaans place value in personal strength and little else. Nausicaan society is a kratocratic anarchic, with the weak dominated by the strong. Known for their tempers and lack of subtlety, Nausicaans enjoy inflicting pain. They possess no allegiance to state or homeworld, and their strongest bond tends to be familial. The Nausicaan homeworld has few permanent cities, where the weaker individuals are forced to work. Most of the population dwells in the wilds, facing its harsh wintery environment and numerous large predators. Driven to survive at any cost, Nausicaans have no compunctions against cheating, seizing upon any advantage to claim victory. Nausicaans did not develop their technology but stole it from Andorians who made the mistake of trying to raid the Nausicaan homeworld. Replicating the technology was beyond their capabilities, but the captured ships enabled the Nausicaans to leave their world and seize more spaceships and prisoners, whom they forced to develop new ships and weaponry, which was in turn used to launch raids upon freighters and shipping lanes. This led to the golden age of Nausicaan piracy, which lasted for much of the late 21st and early 22nd Century. It was not until the founding of the United Federation of Planets and growth of Starfleet that Nausicaan piracy was finally curtailed. With their raids ended, most Nausicaans earn a living as mercenaries, allying with various criminal organizations or those willing to pay. A few Nausicaans have also found work as merchants or traders, buying and selling goods with few concerns over the source or ownership.

EXAMPLE VALUE: When Pushed, You Must Push Back.

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence

■ **TRAIT:** Nausicaan. Large and heavily muscled, Nausicaans stand two meters in height and possess great physical strength. They are highly resistant to pain, having fewer nerve receptors, which also diminishes their sense of touch.

■ **TALENTS:** The character receives access to the following talents:

NATURAL BULLY

REQUIREMENT: Nausicaan, or Gamemaster's Permission

When you attempt a Task to intimidate or frighten a creature you consider weaker than you and buy one or more d20s by adding to Threat, you ignore any complications.

