Dirk Jameson III

(Major NPC)

Captain Dirk Jameson III has been a locally legendary captain, known throughout Outback Sector as the sector changed from the frontier to civilized space. He made his crew more than the sum of their parts. A natural leader, the crew (now dispersed to other assigments) were loyal and enthusiastic. But with the Bismarck going to her final fate, he is looking to retire at the high point in his career. Rather than accepting promotion to Fleet Captain, he wants to retire to live among the people he has helped in Outback Sector.

Traits: Human. Local legend (Outback Sector)

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	**10**	**9**	**9**	**11**	**10**

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
5	**4**	**3**	**2**	**1**	**1**

Focuses: Tactics, helm, diplomacy, unarmed combat.

Values: Trust your crew and they will be worthy of that trust.
Bold action is sometimes the only way out of a bad situation

Stress: 12 **Resistance:** 0

Attacks:

4 ⮝ Unarmed Strike (Melee, Nonlethal, 1H)
6 ⮝ Phaser pistol (Ranged, Charge, Size 1H)

Special Rules

Bold (Command): when uses Command discipline and buy d20s adding to threat, reroll a d20.