**Name:** Guild Captain

**Descriptor:** Guild Captains have their own vessel in the fleet and answer to the trade advisors. They own their ships and will do nearly anything to keep them safe, sometimes going against orders. Captains have a personal relationship with their advisor and know of several trades under the same advisor

**Attack**

**STR** +6

**CON** +4

**DEX** +6

**INT** +6

**WIS** +5

**CHA** +7

**Defence**

**AC** 19

**FORT** 16

**WILL** 15

**REF** 17

**HP:** 112

**Attacks (Features):**

Melee

Attack STR vs. AC 2d12 +2

Range with a multi shot pistol

1. (primary target) Attack DEX vs. REF 2d12 +3
2. (the surrounding group) Attack DEX vs. AC 2d6