

NAVASI

ENVOY

1

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	OUTLAW
SPEED	25 FEET	PERCEPTION	+4 (TRAINED) (+2 TO INITIATIVE ROLLS)
LANGUAGES	COMMON, KASATHA, VERCITE, VESK	CLASS DC	17
STRENGTH	STR +0	DEXTERITY	DEX +2
INTELLIGENCE	INT +2	WISDOM	WIS +1
		CHARISMA	CHA +4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	16	16
FORTITUDE	REFLEX	WILL
+3	+7	+6

STRIKES

MELEE	◆ knife +5 (agile, analog, finesse, thrown 10 feet, versatile S), 1d4 piercing
RANGED	◆ semi-auto pistol +5 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+5 ●	+2	+3 ●
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+5 ●	+2	+7 ●
DIPLOMACY (CHA)	INTIMIDATION (CHA)	ABSALOM LORE (INT)
+7 ●	+7 ●	+5 ●
UNDERWORLD LORE (INT)	MEDICINE (WIS)	NATURE (WIS)
+5 ●	+4 ●	+1
OCCULTISM (INT)	PERFORMANCE (CHA)	PILOTING (DEX)
+2	+4	+5 ●
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+1	+2	+5 ●
SURVIVAL (WIS)	THIEVERY (DEX)	● = TRAINED ●● = EXPERT ●●● = MASTER
+1	+5 ●	

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition* (Watch Out), Skilled Human (Diplomacy)*
CLASS FEATS	Size Up
GENERAL FEATS	Incredible Initiative*
SKILL FEATS	Intimidating Shot
CLASS ABILITIES	Get 'Em, leadership style (guns blazing)

* Abilities with an asterisk have already been calculated into Navasi's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 0; Encumbered: 5; Maximum: 10 Bulk
WORN	comm unit, commercial knife, commercial medkit, commercial second skin, commercial semi-auto pistol (1 magazine; 10 projectile rounds)
STOWED	commercial hacking toolkit, commercial infiltrator's toolkit
WEALTH	10 credits



WHAT IS AN ENVOY?

Navasi is an **envoy**, a leader who motivates their teammates and trips up their enemies with cunning and style.

EQUIPMENT

The following rules apply to Navasi's equipment.

Agile The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Analog This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology.

Comm Unit This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

Expend 1 Using this weapon expends 1 ammunition.

Finesse You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Hacking Toolkit, Commercial A hacking toolkit is required for Computers checks to Hack computers. You can use a hacking toolkit to access a computer without using a user interface, but this requires physical contact with the computer or contact via an infosphere or a similar linked network.

Infiltrator's Toolkit, Commercial You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

Mag The amount of ammo a magazine holds.

Medkit, Commercial These contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

Medpatch Heal 1d6 hit points, gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Range Increment 60 Feet Attacks with this weapon work normally up to a range of 60 feet. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of 60 feet between you and the target. Attacks beyond 360 feet are impossible.

Reload 1 When you're out of ammunition, you can reload a new battery or magazine as an Interact action.

Semi-Auto Pistol This basic pistol has 1 magazine with 10 projectile rounds.



Thrown 10 Feet You can throw this weapon as a ranged attack; it's a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. This weapon has a range increment of 10 feet.

Versatile S This weapon can deal slashing damage or piercing damage. Choose each time you attack.

FEATS AND ABILITIES


Navasi's feats and abilities are described below.



Envoy Directives You can only use an action with the directive trait once per round.

Get 'Em!  to  (directive, envoy) You single out an enemy for you and your allies to focus your attacks on. Select an enemy within 60 feet that you can see. You and your allies gain a +1 status bonus to attacks against that target until the beginning of your next turn.

Lead by Example If you used two actions, Strike the target. You gain a +4 status bonus to the damage roll. Regardless of whether the Strike

hits, you and your allies gain a +1 status bonus to damage on subsequent Strikes made against the enemy until the start of your next turn.

Intimidating Shot  (general, skill) You attempt to Demoralize a foe within your ranged weapon's range by firing it into the air, using ammo equal to the weapon's expend. This check doesn't take a -4 circumstance penalty if the target doesn't share a language with you.

Ready Arms!  to  (directive, envoy) You and all allies within 30 feet can Interact to draw, Switch Hands, or swap weapons as a reaction.


Lead by Example If you used two actions, you can Strike, Area Fire, or Auto-Fire with a weapon you drew or swapped to (including by changing active set of hands). If your Strike hits or if a target failed its save against your Area Fire or Auto-Fire, one ally can make a Strike against the same target as a reaction.

Size Up (concentrate, envoy, exploration) **Frequency** once per hour; **Effect** You spend 1 minute observing a specific individual, 10 minutes researching a specific individual on the infosphere, or 1 hour networking and gathering information. This subject is your asset. If you assess your asset via observation, you don't need to know their identity, but if you assess your asset via research or networking, you must know their identity, which requires at least two relevant pieces of information about them. Examples of relevant information could include their name, their place of origin, their current residence, the name of their parent or significant other, their employer, or their organizational affiliation. The GM determines what constitutes relevant information for this purpose, based on the asset you've selected.

You gain a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Perception checks against or in relation to your asset, and a +1 circumstance bonus to attempts to Recall Knowledge about your asset.

You gain the benefits of the 2-action Get 'Em! when using 1-action Get 'Em! on an asset.

You can maintain up to 4 assets. If you Size Up other assets after that, your new asset replaces a previous one.

Watch Out  (concentrate, envoy) **Trigger** A creature targets an ally within 60 feet with an attack, and you can see both the attacker and your ally; **Effect** You signal a warning to your ally, granting them a +2 circumstance bonus to AC against the triggering attack.