

NAVASI

ENVOY **5**

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	OUTLAW
SPEED	30 FEET	PERCEPTION	+11 (EXPERT)
SENSES	DARKVISION	(+2 TO INITIATIVE ROLLS)	
LANGUAGES	COMMON, DRACONIC, KASATHA, VERCITE, VESK		CLASS DC 21
STRENGTH	STR +0	DEXTERITY	DEX +3
INTELLIGENCE	INT +3	WISDOM	WIS +2
		CONSTITUTION	CON +0
		CHARISMA	CHA +4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	48	21
FORTITUDE	REFLEX	WILL
+7	+12	+11

STRIKES

MELEE	<ul style="list-style-type: none"> ◆ knife +12 (agile, analog, finesse, thrown 10 feet, versatile S), 1d4 piercing
RANGED	<ul style="list-style-type: none"> ◆ laser pistol +13 (expend 2, mag 10, range increment 40 feet, reload 1, tech, tracking +1), 2d6 fire ◆ semi-auto pistol +13 (analog, expend 1, mag 10, range increment 60 feet, reload 1, tracking +1), 2d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+10 ●	+3	+7 ●
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+10 ●	+3	+13 ●●
DIPLOMACY (CHA)	INTIMIDATION (CHA)	ABSALOM LORE (INT)
+13 ●●	+13 ●●	+10 ●
UNDERWORLD LORE (INT)	MEDICINE (WIS)	NATURE (WIS)
+10 ●	+9 ●	+2
OCCULTISM (INT)	PERFORMANCE (CHA)	PILOTING (DEX)
+3	+4	+12 ●●
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+2	+10 ●	+10 ●
SURVIVAL (WIS)	THIEVERY (DEX)	● = TRAINED
+9 ●	+10 ●	●● = EXPERT
		●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Confident Actualization, Natural Ambition* (Watch Out), Skilled Human (Diplomacy)*
CLASS FEATS	Diverse Schemes*, Get in There!, Size Up
GENERAL FEATS	Fleet*, Incredible Initiative*
SKILL FEATS	Battle Medicine, Intimidating Shot, Kiss It Better
CLASS ABILITIES	adaptive talent (Lasting Coercion), Get 'Em, improvised mastery, leadership style (guns blazing), wise to the game

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

EQUIPMENT

BULK	Current: 3; Encumbered: 5; Maximum: 10 Bulk
WORN	commercial carbon skin (darkvision visor), commercial knife, advanced laser pistol (1 tactical battery; 20 charges), commercial medkit, tactical medpatch, advanced semi-auto pistol (2 magazines; 20 projectile rounds)
STOWED	commercial hacking toolkit, commercial infiltrator's toolkit
WEALTH	69 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.

Advanced Weapon The weapon gains the tracking +1 trait, deals 2 damage dice worth of damage, and gains +1 upgrade slot.

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.

Analogue 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 Using this weapon expends the listed value's 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.

Laser Pistol A compact pistol that deals fire damage, with 1 tactical battery containing 20 charges. On critical hit against the target of your Get 'Em!, the target must succeed at a DC 21 Fortitude save or be dazzled for 1 round.

Mag The amount of ammo a magazine holds.

☐ **Medpatch, Tactical** (consumable, healing, tech) **Usage** held in 1 hand; **Activate** ◆ (manipulate) **Effect** Upon using this medpatch, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Range Increment Attacks with this weapon work normally up to a range of the listed value. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of the listed value between you and the target. Attacks beyond the sixth ranged increment 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 2 magazines with 10 projectile rounds each. On critical hit against the target of your Get 'Em!, the target must succeed at a DC 21 Fortitude save or be slowed 1 for 1 round.

Tech Weapons with the tech trait incorporate electronics, computer systems, and power sources. Usually the weapons rely on integrated power sources (such as melee weapons that don't have the powered trait), while others drain batteries with each attack.

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.

Tracking +1 Attack rolls with this weapon gain a +1 item bonus (already included in Navasi's statistics).

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

FEATS AND ABILITIES

Navasi's feats and abilities are described below.

Adaptive Talent During your daily preparations, select one skill feat that you meet the prerequisites for. You gain this skill feat until you prepare again.

Battle Medicine ◆ (general, healing, manipulate, skill) **Requirements** You're holding or wearing a medkit; **Effect** You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Confident Actualization ◆ (fortune, human) **Frequency** once per day; **Trigger** You're about to attempt a saving throw or skill check; **Effect** Your utter confidence in your abilities helps you actualize your ambitions and push yourself to reach your desired goals. Roll the triggering check or save twice and use the better result.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

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

Envoy Weapon Expertise Whenever you attack the target of your Get 'Em!, you gain access to the critical specialization effects of all weapons for which you have expert proficiency.

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 +2 status bonus to damage on subsequent Strikes made against the enemy until the start of your next turn.

Get in There! ◆ to ◆◆ (directive, envoy, traversal) You urge your allies to hustle into the fight or to get out of the way. Until the beginning of your next turn, you and your allies within 100 feet who can sense you gain a +5-foot status bonus to Speed.

Lead by Example If you used two actions, Step or Stride. Each of your allies within 100 feet who can sense you can immediately Step or Stride up to half their Speed (rounded down to the nearest 5 feet) as a reaction.



Improvised Mastery ◆ (envoy) **Frequency** once per day; **Trigger** You're about to attempt a skill check using a skill that you don't have master proficiency in, and you haven't rolled yet; **Effect** You trust your instincts to see you through. You gain master proficiency with the triggering skill for the skill check.

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.

Kiss It Better ◆ (general, manipulate, skill) **Requirements** You have a hand free and are adjacent to an ally who isn't at full Hit Points; **Effect** You perform a token medical effort to convince an ally they've recovered from an injury. Attempt a Deception check with the same DC as for Treat Wounds. On a success, the target gains half the corresponding amount of Hit Points as temporary Hit Points. These temporary Hit Points last 1 round. Kiss It

Better doesn't remove the wounded condition. The target is temporarily immune to Kiss It Better for 24 hours.

Lasting Coercion When you successfully Coerce someone, the maximum time they comply increases to a week, still determined by the GM.

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 8 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.

Wise to the Game You gain a +1 status bonus to your Perception DC against attempts to Feint or Lie to you and attempts to divert your attention with Create a Diversion, and a +1 status bonus to your Will DC against emotion effects.