

# NAVASI

ENVOY

7

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	OUTLAW
SPEED	30 FEET	PERCEPTION	+13 (EXPERT)
SENSES	DARKVISION		(+2 TO INITIATIVE ROLLS)
LANGUAGES	COMMON, DRACONIC, KASATHA, VERCITE, VESK	CLASS DC	23
STRENGTH		DEXTERITY	
<b>STR</b>	+0	<b>DEX</b>	+3
INTELLIGENCE		WISDOM	
<b>INT</b>	+3	<b>WIS</b>	+2
		CONSTITUTION	
		<b>CON</b>	+0
		CHARISMA	
		<b>CHA</b>	+4

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	64	24
FORTITUDE	REFLEX	WILL
+11	+14	+13

## STRIKES

MELEE	◆ knife +14 (agile, analog, finesse, thrown 10 feet, versatile S), 1d4+2 piercing
	◆ laser pistol +15 (expend 2, mag 10, range increment 40 feet, reload 1, tech, tracking +1), 2d6+2 fire
RANGED	◆ semi-auto pistol +15 (analog, expend 1, mag 10, range increment 60 feet, reload 1, tracking +1), 2d6+2 piercing

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+12 ●	+3	+9 ●
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+12 ●	+3	+17 ●●●
DIPLOMACY (CHA)	INTIMIDATION (CHA)	ABSALOM LORE (INT)
+15 ●●	+15 ●●	+12 ●
UNDERWORLD LORE (INT)	MEDICINE (WIS)	NATURE (WIS)
+12 ●	+11 ●	+2
OCCULTISM (INT)	PERFORMANCE (CHA)	PILOTING (DEX)
+3	+4	+14 ●●
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+2	+12 ●	+14 ●●
SURVIVAL (WIS)	THIEVERY (DEX)	● = TRAINED ●● = EXPERT ●●● = MASTER
+11 ●	+12 ●	

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Confident Actualization, Natural Ambition* (Watch Out), Skilled Human (Diplomacy)*
CLASS FEATS	Diverse Schemes*, Get in There!, Hang in There!, Size Up
GENERAL FEATS	Fleet*, Incredible Initiative*, Power Slide
SKILL FEATS	Battle Medicine, Intimidating Shot, Kiss It Better, Take the Wheel
CLASS ABILITIES	adaptive talent (Quick Disguise), Get 'Em!, leader's confidence, leadership style (guns blazing), weapon specialization*, wise to the game

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

## EQUIPMENT

BULK	Current: 4; Encumbered: 5; Maximum: 10 Bulk
WORN	tactical carbon skin (darkvision visor, commercial holoskin), invisibility spell amp, commercial knife, advanced laser pistol (1 tactical battery; 20 charges), commercial medkit, tactical medpatch, commercial null space chamber, advanced semi-auto pistol (2 magazines; 20 projectile rounds)
STOWED	tactical hacking toolkit, commercial infiltrator's toolkit
WEALTH	1,470 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.

**Holoskin** ♦ Project the appearance of another creature of the same size as yourself, hiding your true appearance.

**Hacking Toolkit, Tactical** 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. A tactical hacking toolkit adds a +1 item bonus to checks made with it.

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

☐ **Invisibility Spell Amp** (consumable, magical) **Usage** held in 1 hand;

**Activate—Inject** ♦ (manipulate) **Effect** Cast *invisibility* at 2nd-rank.

**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 23 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.

**Null Space Chamber, Commercial** This sleek black device attaches to a backpack, purse, or key ring. When you press a button on the side of the device, it creates a circular portal to an extradimensional pocket space. This space has a capacity of 25 Bulk.

You can Interact with the *null space chamber* to stow items in it or remove them. The *null space chamber* can be opened and closed only from the outside. When a *null space chamber* is opened in an atmosphere with air, it fills with 10 minutes' worth of air for every Bulk left in its capacity. An item inside the null space chamber provides no benefits unless it's retrieved first. Connecting the *null space chamber* to a computer causes it to display a readout of all items stored within it.

**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 23 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 are 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.

**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.

**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 +10-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.

**Hang in There** ◆ (envoy, healing) Choose yourself or an ally within 30 feet, then attempt a DC 20 Diplomacy check. Alternatively, you can instead attempt a DC 30 Diplomacy check to increase the temporary Hit Points gained on a successful check by 5. These temporary Hit Points last for 1 minute. The target is then temporarily immune to your Hang in There for 1 day.

**Critical Success** The target gains temporary Hit Points equal to double their level plus 4.

**Success** The target gains temporary Hit Points equal to their level plus 4.

**Failure** The target is unaffected, and you can't use Hang in There again for 1 minute.

**Critical Failure** The target is unaffected, and you can't use Hang in There again for 1 hour.

**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.

**Incredible Initiative** You gain a +2 circumstance bonus to initiative rolls.

**Invisibility (2nd-rank)** (illusion, manipulate, subtle) Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

**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.

**Power Slide** ◆ to ◆◆◆ (general, skill) You throw the vehicle into a barely controlled skid, turning sharply to evade pursuit. You Drive with a -2 penalty to your Piloting check, gaining the effects of the Drive action for the same number of actions you spent to Power Slide. At the end of the movement, if you succeed, you can turn the vehicle up to 90 degrees. If you critically succeed at your Piloting check, you can instead turn the vehicle up to 180 degrees.

**Quick Disguise** ◆◆◆ (general, skill) You create a full disguise and Impersonate.

**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.

**Steel Yourselves!** ◆ to ◆◆ (directive, envoy, healing) **Frequency** once per hour; **Effect** You encourage your allies to brace for impact or otherwise prepare for incoming damage. Allies within 60 feet who can sense you can spend 1 action on their turn to Brace For Impact. This action has the concentrate trait. Creatures that Brace for Impact gain 7 temporary Hit Points for 1 minute.

**Lead by Example** If you spends two actions, you Brace For Impact. You and any ally who Braces for Impact before the start of your next turn also gain a +1 status bonus to saving throws against effects that deal damage for 1 minute.

**Take the Wheel** ◆ (general, skill) You Board and Take Control of an adjacent vehicle.

**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.