

Female human outlaw envoy 1
CG Medium humanoid (human)
Init +2; **Perception** +4

DEFENSE **SP** 6 **HP** 10 **RP** 3
EAC 13; **KAC** 14

Fort +0; **Ref** +4; **Will** +4

OFFENSE

Speed 30 ft.

Melee survival knife +2 (1d4 S; analog, operative)

Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or
frag grenade I +0 (explode [15 ft., 1d6 P, DC 12]) or
smoke grenade +0 (explode [20 ft., smoke cloud 1 minute])

Offensive Abilities get 'em

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 11 (+0); **Int** 14 (+2); **Wis** 10 (+0);
Cha 14 (+2)

Skills Acrobatics +6, Athletics +4, Bluff +6, Computers +6
(1 rank), Culture +6, Diplomacy +6, Perception +4,
Piloting +6 (1 rank), Sense Motive +4, Sleight of Hand +7,
Stealth +6; (reduce the DCs of Culture checks by 5 when
recalling knowledge about the criminal underworld)

Feats Improved Feint, Iron Will

Other Abilities expertise

Languages Common, Kasatha, Vercite, Vesk

Combat Gear mk 1 serum of healing, frag grenade I, smoke
grenade, medpatch; **Other Gear** second skin, azimuth
laser pistol with 2 batteries (20 charges each), survival
knife, everyday clothing, field rations (1 week), flashlight,
hygiene kit, personal comm unit, toolkit (hacking),
credstick (17 credits)

SPECIAL ABILITIES

Expertise (Ex) If Navasi has at least 1 Resolve Point remaining
when she attempts a Bluff or Sense Motive check, she can
roll 1d6 and add it to the result as an insight bonus.

Get 'Em (Ex) As a move action, Navasi selects one foe within
60 feet that she can see or hear, and that can see or hear
her. Navasi and her allies gain a +1 morale bonus to attack
rolls against that foe until the end of her next turn.

Improved Feint As a move action, Navasi can attempt a
Bluff check against a single opponent (DC = either 10
+ her opponent's total Sense Motive skill bonus or 15 +
1-1/2 × the opponent's CR, whichever is greater) to cause
that opponent to be flat-footed for the next attack she
makes against it before the end of her next turn.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20 times
before its battery needs to be recharged or replaced.

Flashlight Navasi's flashlight increases the light level by one
step in a 20-foot cone and can be used for 10 hours.

Mk I Serum of Healing Drinking a vial of this serum restores
1d8 Hit Points.

Medpatch Navasi can use this to attempt an untrained
Medicine check with a +10 bonus to perform the first aid,
long-term stability, treat disease, or treat poison task.

Second Skin While wearing this armor, Navasi can close its
environmental seals and survive in a vacuum (or other
harsh environment) for up to 24 hours.

Smoke Grenade This creates smoke in a 20-foot radius that
lasts 1 minute.

Born into a wealthy family on Absalom Station, the envoy who
calls herself Navasi spent much of her childhood avoiding her
parents in their sprawling, six-story home in the Nyori Palisades.
Navasi quickly grew dissatisfied with high-society life, and
began to dream of stealing the affluent's unearned wealth and
giving it to those in need. She eventually snuck away to join
up with the piratical Free Captains of the Diaspora. Once there,
however, poverty gave her little choice in the jobs she took, with
her guild masters forcing her to steal from the fortunate and
unfortunate alike. A few years in the streets showed her how
much of her former life she'd taken for granted, and it taught
her that if she wanted to take care of others, she first needed to
take care of herself. She quickly gained a reputation in the gang
as the best fast-talker and face around, spinning bold plans and
quick wits into fat paydays.

That all changed when she met another rebellious young
woman and fell in love. Together, they sought to pull a fast
one on Navasi's bosses, sabotaging an attempt to knock over
a medship full of supplies bound for Absalom Station. In the
ensuing ambush, Navasi's companion sacrificed herself to
save Navasi's life, giving the young envoy a chance to flee the
Diaspora. As she made her way back to Absalom Station with
the medship, knowing that neither the pirates nor her spurned
family would ever stop looking for her, she forsook both of
her former lives and took the name of her fallen love—Navasi—
swearing that henceforth she'd carry on the fight they'd
started together, stealing only from those who deserved it and
putting her finger in the eye of all who thrive on exploitation.



Female human outlaw envoy 4

CG Medium humanoid (human)

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE **SP** 24 **HP** 28 **RP** 4

EAC 17; **KAC** 18

Fort +1; **Ref** +6; **Will** +6

Defensive Abilities watch out

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +3 (1d6+4 S; analog)

Ranged tactical semi-auto pistol +5 (1d6+2 P; analog) or *anarchic flame pistol* +5 (1d4+2 F; critical burn 1d4; 20 ft. line, unwieldy) or smoke grenade +3 (explode [20 ft., smoke cloud 1 minute]) or stickybomb grenade I +3 (explode [10 ft., entangled 2d4 rounds, DC 12])

Offensive Abilities get 'em

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 11 (+0); **Int** 14 (+2); **Wis** 10 (+0); **Cha** 14 (+2)

Skills Acrobatics +9, Athletics +7, Bluff +9, Computers +9 (4 ranks), Culture +9, Diplomacy +9, Perception +7, Piloting +9 (4 ranks), Sense Motive +7, Sleight of Hand +10, Stealth +9; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld)

Feats Diversion, Improved Feint, Iron Will

Languages Akitonian, Aklo, Common, Kasatha, Shirren, Vercite, Vesk, Ysoki

Other Abilities convincing liar, expertise, inspiring boost

Combat Gear *mk 1 serums of healing* (2), smoke grenades (2), stickybomb grenades I (2), medpatch; **Other Gear** d-suit I (upgrade: infrared sensors), *anarchic flame pistol* with 1 standard petrol tank (20 charges), tactical semi-auto pistol with 40 rounds, basic medkit, computer (tier 2, artificial personality, miniaturization ×2, self-charging), everyday clothing, field rations (1 week), flashlight, hygiene kit, personal comm unit, toolkit (hacking), credstick (103 credits)

SPECIAL ABILITIES

Convincing Liar (Ex) When Navasi attempts a Bluff check, she can choose to not add her expertise die until after she sees the result of her d20. Once she sees the result of her d20, she can either roll and add her expertise die

normally or reroll the d20 and take the better of the two d20 results (but not add her expertise die).

Darkvision Navasi can see up to 60 feet in total darkness.

Diversion When Navasi successfully uses Bluff to create a distraction, she can allow an ally to attempt a Stealth check to hide (instead of attempting to hide herself). She can attempt to allow multiple allies to use Stealth to hide, but she takes a -5 penalty to her Bluff check for every ally after the first, and on a failed check, no ally can attempt to hide.

Expertise (Ex) If Navasi has at least 1 Resolve Point remaining when she attempts a Bluff or Sense Motive check, she can roll 1d6 and add it to the result as an insight bonus.

Get 'Em (Ex) As a move action, Navasi selects one foe within 60 feet that she can see or hear, and that can see or hear her. Navasi and her allies gain a +1 morale bonus to attack rolls against that foe until the end of her next turn.

Improved Feint As a move action, Navasi can attempt a Bluff check against a single opponent (DC = either 10 + her opponent's total Sense Motive skill bonus or 15 + 1-1/2 × the opponent's CR, whichever is greater) to cause that opponent to be flat-footed for the next attack she makes against it before the end of her next turn.

Inspiring Boost (Ex) As a standard action, Navasi can signal an ally who has taken damage since Navasi's last turn. The ally must be able to see and hear her and be within 30 feet. The ally gains 11 Stamina Points, up to the ally's normal maximum. Navasi cannot target that ally with this ability again until that ally takes a 10-minute rest to regain Stamina Points.

Watch Out (Ex) When a foe makes a ranged attack against an ally within 60 feet of Navasi, she can warn the ally as a reaction. The ally can use a reaction to gain a +4 bonus to AC against that single attack and then falls prone.

GEAR DESCRIPTIONS

Anarchic Flame Pistol This chaos-aligned magic weapon creates a jet of flame that targets all creatures in a 20-foot line. Make a single attack roll and compare it to the EAC of all targets. Roll damage only once; each target hit takes that amount. This weapon bypasses the energy resistance of lawful outsiders and dragons. It can be fired five times before its petrol tank needs to be refilled or replaced.

Basic Medkit This basic medkit allows Navasi to attempt DC 25 Medicine checks to treat deadly wounds.



Computer, Tier 2 This computer has the artificial personality, miniaturization to L bulk, and self-charging upgrades. It can receive commands and give information verbally. The computer's artificial personality is advanced enough to attempt Bluff, Diplomacy, Intimidate, and Sense Motive checks with a +4 bonus.

D-Suit I While wearing this armor, Navasi can close its environmental seals and survive in a vacuum or other harsh environments for up to 5 days. Its infrared sensors upgrade gives Navasi darkvision with a range of 60 feet.

Flashlight Navasi's flashlight increases the light level by one step in a 20-foot cone. It can be used for 10 hours before its battery needs to be recharged or replaced.

Mk 1 Serum of Healing Drinking a vial of this serum restores 1d8 Hit Points.

Medpatch Navasi can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat poison task.

Smoke Grenade This creates a 20-foot radius of smoke that lasts 1 minute.

Stickybomb Grenade I Any creature hit by this grenade that fails a DC 12 Reflex save gains the entangled condition until it escapes as a move action with a successful DC 13 Acrobatics or DC 18 Strength check or until 2d4 rounds pass.

Tactical Semi-Auto Pistol This weapon can be fired nine times before it must be reloaded.

Born into a prominent family on Absalom Station, the envoy who calls herself Navasi spent much of her childhood avoiding her parents in their "sky-villa," as they called their sprawling, six-story home in the Nyori Palisades. Navasi's mother had designs on her canny-but-headstrong daughter inheriting the family's business. Her father had visions of a queenly young woman sitting in silk among the station's most prominent socialites.

Navasi wanted neither. A quip on her lips, she eschewed glitzy playdates and family soirees in favor of zipping through Absalom Station's streets with her best friends, the children of the household employees. She'd take the rush of riding a screaming hovercycle over the pompous sniggering of the wealthy any day of the week.

As she befriended more and more stationers from less privileged walks of life, Navasi's irritation with her parents and their deliberate aloofness from the rest of society turned

into outright disgust. The inequities of Absalom Station, where the rich lived in fortified enclaves and the poor lived in little more than metal boxes, pained her. She began to dream of a fairy-tale life in which she could steal the affluent's unearned wealth and give it to those truly in need, and idolized the Free Captains of the Diaspora—pirates living by their own rules. Navasi could only imagine the fun she'd have with such freedom—and the good she'd do, of course.

On the eve of her eighteenth birthday, Navasi sat in her plush quarters, staring at the gold-fibered holo-gown that was to be her debut dress. Two choices stood before her: She could don that false uniform, attend the gala, and accept her mother's gift of an executive position in the family company. Or she could leave.

It took less than an hour for Navasi to slip out of the manor and stow away on a ship bound for the Diaspora.

Navasi arrived on Broken Rock with a pocketful of stolen credsticks and a gleam in her eye. She quickly signed up as a "procurement specialist" with a contracting firm called the Sixth Finger—little more than a starfaring thieves' guild—ready to use her new position to steal from exploitative corporations and make herself a hero to those in need.

The reality of life in a pirate enclave hit her like a meteorite. Having quickly blown through her money, and too stubborn to return home in shame, Navasi found she no longer had a choice in which jobs she took. Under the guildrunners' threats, she roughed up innocents, stole from the less fortunate, and worse. Though she never completely lost her egalitarian beliefs, she hardly recognized the naive idealist she'd once been. A few years in the streets showed her how much of her former life she'd taken for granted, and taught her that if she wanted to take care of others, she first needed to take care of herself. That, at least, she was good at, and she quickly gained a reputation in the gang as the best fast-talker and facewoman around, spinning bold plans and quick wits into fat paydays.

Navasi found that the wealth from her scores brought little joy without friends to share it with, and she took comfort in the hardscrabble survivalists and secretly softhearted rogues she recruited to her crews. Yet it was in one particular woman that Navasi truly found herself again. Purple-haired and tattooed, with eyes like blue supergiants, the newcomer was outspoken against those in power. She bucked the pirates' authority and operated alone, pulling the sorts of righteous jobs Navasi had once dreamed of. She was the bravest, most exciting woman Navasi had ever met, and the two quickly became inseparable.

That all came crashing down the day the Sixth Finger arranged to knock over a medship full of supplies bound for Absalom Station. To the gang's leaders, the ship's mission—aiding refugees of a war-torn star system—was inconsequential compared to the valuable drugs in its cargo bays. Navasi's objections were overruled.

It was the final straw. Together, Navasi and her partner formulated a plan, alerting the medship to the imminent heist and carefully sabotaging the fighters the gang had designated for the assault. It all might have gone unnoticed, had the gang's resident technomancer not decided to check the security cams one final time. In the ensuing ambush, Navasi and her partner were pinned down, their backs to the sole spaceworthy ship—a single-seat fighter with enough life support for only one of them. Unwilling to leave her companion, Navasi prepared for them to go out in a blaze of glory—only to have her partner shove her into the cockpit and slam the canopy. As Navasi scrabbled with the latch, the other woman winked, pulled the pins on her grenades, and sprinted straight at their ambushers.

The wealthy scion of Absalom Station died that day, as did the pirate she'd become. As she made her way back to Absalom Station, knowing that neither the Sixth Finger nor her spurned family would ever stop looking for her, she forsook her previous lives. Abandoning her old identity, she took the name of her fallen love—Navasi—and swore that henceforth she'd carry on the fight they'd started together, stealing only from those who deserved it. Knowing she'd need a new appearance as well, she continued borrowing from her partner, dyeing her jet-black hair purple and adding a single blue contact lens.

Navasi has built a reputation—perhaps more than is wise for a woman with a price on her head—as a talented freelance captain, putting together crews for adventures ranging from planetary scouting and private security to her old talent for "procurement," though she's careful about what jobs she and her friends take on. Navasi still believes in freedom for all, spreading the wealth, and taking plutocrats down a peg—but she also knows the value of earning credits, and takes pride in taking care of herself and her crew (though she still has a sometimes inconvenient tendency to empty her pockets for those in need). As a scoundrel and a brilliant negotiator, Navasi is happiest when the chips are down and lives hang in the balance, as that's when you truly know who your friends are. Above all, she knows to always look beneath the surface, for like Navasi herself, nothing is ever quite what it seems.

Female human outlaw envoy 8

CG Medium humanoid (human)

Init +4; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE **SP** 48 **HP** 52 **RP** 8
EAC 22; **KAC** 23

Fort +3; **Ref** +10; **Will** +9

Defensive Abilities watch out

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee buzzblade dueling sword +7 (2d6+8 S; powered)

Ranged red star plasma pistol +10 (1d8+4 E & F; critical burn 1d8; 20 ft. line, unwieldy) or
anarchic frostbite-class zero pistol +10 (1d6+4 C; critical staggered [DC 16]) or
smoke grenade +3 (explode [20 ft., smoke cloud 1 minute]) or
stickybomb grenade I +3 (explode [10 ft., entangled 2d4 rounds, DC 14])

Offensive Abilities improved get 'em

STATISTICS

Str 10 (+0); **Dex** 18 (+4); **Con** 11 (+0); **Int** 16 (+3); **Wis** 12 (+1);
Cha 16 (+3)

Skills Acrobatics +15, Athletics +11, Bluff +14, Computers +14 (8 ranks), Culture +14, Diplomacy +14, Medicine +14, Perception +12, Piloting +15 (8 ranks), Sense Motive +12, Sleight of Hand +16, Stealth +15; (reduce the DCs of Culture checks by 5 when recalling knowledge about the criminal underworld)

Feats Diversion, Fast Talk, Improved Feint, Iron Will, Unfriendly Fire

Languages Akitonian, Aklo, Azlanti, Brethedan, Castrovelian, Common, Eoxian, Kasatha, Shirren, Triaxian, Vercite, Vesk, Ysoki

Other Abilities convincing liar, cultural savant, expertise, heads up, inspiring boost, legal corruption

Combat Gear *mk 1 serums of healing* (2), smoke grenades (2), stickybomb grenades I (2), medpatch; **Other Gear** d-suit II (upgrades: infrared sensors, jump jets), *anarchic frostbite-class zero pistol* with 1 battery (20 charges), buzzblade dueling sword with 1 battery (20 charges), red star plasma pistol with 1 battery (20 charges), *mk 1 ring of resistance*, basic medkit, computer (tier 2, artificial personality, miniaturization ×2, self-charging), everyday clothing, field rations (1 week), flashlight, hygiene kit, personal comm unit, toolkit (hacking), credstick (303 credits);

Augmentations *mk 1 synaptic accelerators* (Dexterity)

SPECIAL ABILITIES

Convincing Liar (Ex) When Navasi attempts a Bluff check, she can choose to not add her expertise die until after she sees the result of her d20. Once she sees the result of her d20, she can either roll and add her expertise die normally or reroll the d20 and take the better of the two d20 results (but not add her expertise die).

Cultural Savant (Ex) As long as time permits, Navasi can take 20 on Culture checks to recall knowledge even if she doesn't have access to a means of research.

Darkvision Navasi can see up to 60 feet in total darkness.

Diversion When Navasi successfully uses Bluff to create a distraction, she can allow an ally to attempt a Stealth check to hide (instead of attempting to hide herself). She can allow multiple allies to use Stealth to hide, but she takes a -5 penalty to her Bluff check for every ally after the first, and on a failed check, no ally can attempt to hide.

Expertise (Ex) As long as Navasi has at least 1 Resolve Point remaining, when she attempts a Bluff, Diplomacy, or Sense Motive check, she can roll 1d6+1 and add it to the result as an insight bonus.

Fast Talk If Navasi is conversing with a creature prior to the beginning of combat, and she is aware of the beginning of combat and does not begin the combat herself, she can spend 1 Resolve Point to attempt a Bluff check (DC = either 15 + target's Perception skill bonus or 20 + 1-1/2 × the target's CR, whichever is higher). On a success, the creature is considered unaware at the beginning of the combat (allowing Navasi and other aware creatures to act in a surprise round before the first full round of combat).

Heads Up (Ex) When Navasi succeeds at a Perception check, she can signal an ally within 60 feet as a reaction so that ally can act as if he also succeeded at the Perception check.

Improved Get 'Em (Ex) As a standard action, Navasi can make an attack against a foe, or as a move action she can select one foe within 60 feet. She must be able to see or hear the foe, and the foe must be able to see or hear her. Navasi and her allies gain a +2 morale bonus to attack rolls against that foe until the end of her next turn. She can spend 1 Resolve Point to instead add this bonus to attacks against all foes within 60 feet.

Improved Feint As a move action, Navasi can attempt a Bluff check against a single opponent (DC = either 10 + her opponent's total Sense Motive skill bonus or 15 + 1-1/2 × the



opponent's CR, whichever is greater) to cause that opponent to be flat-footed for the next attack she makes against it before the end of her next turn.

Inspiring Boost (Ex) As a standard action, Navasi can signal an ally who has taken damage since Navasi's last turn. The ally must be able to see and hear her and be within 30 feet. The ally gains 19 Stamina Points, up to the ally's normal maximum. She cannot target that ally with this ability again until the ally takes a 10-minute rest to regain Stamina Points.

Legal Corruption Navasi needs to pay only 2 Fame when using the Basic Purchasing Plan boon to reduce her Infamy score (down from 4).

Unfriendly Fire When a foe misses Navasi with a ranged attack and she is adjacent to a different target, she can attempt a Bluff check (DC = either 10 + her attacker's total Sense Motive skill bonus or 15 + 1-1/2 × the attacker's CR, whichever is greater) as a reaction to force the attacker to reroll the attack against the adjacent target. This feat can't be used on any creature that has seen her use it previously.

Watch Out (Ex) When a foe makes a ranged attack against an ally within 60 feet of Navasi, she can warn the ally as a reaction. The ally can use a reaction to gain a +4 bonus to AC against that single attack and then falls prone.

GEAR DESCRIPTIONS

Anarchic Frostbite-Class Zero Pistol This chaos-aligned magic weapon can be fired 20 times before its battery needs to be recharged or replaced. It bypasses the energy resistance of lawful outsiders and dragons.

Basic Medkit This basic medkit allows Navasi to attempt DC 25 Medicine checks to treat deadly wounds.

Buzzblade Dueling Sword Navasi can activate this sword 20 times (for up to 1 minute at a time) before its battery must be recharged or replaced.

Computer, Tier 2 This computer has the artificial personality, miniaturization to L bulk, and self-charging upgrades. It can receive commands and give information verbally. The computer's artificial personality is advanced enough to attempt Bluff, Diplomacy, Intimidate, and Sense Motive checks with a +4 bonus.

D-Suit II While wearing this armor, Navasi can close its environmental seals and survive in a vacuum for up to 7 days. Its infrared sensors upgrade gives Navasi darkvision with a range of 60 feet. Its jump jets allow

Navasi to fly up to 30 feet (or 20 feet straight up) as a move action. Navasi can do this 10 times before the jump jets' battery must be recharged or replaced.

Flashlight Navasi's flashlight increases the light level by one step in a 20-foot cone. It can be used for 10 hours before its battery needs to be recharged or replaced.

Medpatch Navasi can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat poison task.

Mk 1 Serum of Healing Drinking this serum restores 1d8 HP.

Mk 1 Synaptic Accelerators These implants give Navasi an additional +2 to her Dexterity score (already included in her statistics above).

Red Star Plasma Pistol This weapon attacks all targets in a 20-foot line. Make a single attack roll, and compare it to the EAC of each target. Roll damage only once; each target takes that amount. It can be fired five times before its battery needs to be recharged or replaced.

Smoke Grenade This creates a 20-foot radius of smoke that lasts 1 minute.

Stickybomb Grenade I Any creature hit by this grenade that fails a DC 14 Reflex save gains the entangled condition until it escapes as a move action with a successful DC 15 Acrobatics or DC 20 Strength check or until 2d4 rounds pass.

Born into a wealthy family on Absalom Station, the envoy who calls herself Navasi eschewed glitzy playdates and family soirees in favor of zipping through Absalom Station's streets with her best friends, the children of the household employees. As she befriended more stationers of less privilege, Navasi's irritation with her plutocratic parents turned to disgust. She began to dream of a fairy-tale life in which she could steal the affluent's unearned wealth and give it to those in need.

On her eighteenth birthday, she stowed away on a ship bound for the Diaspora. Navasi arrived on Broken Rock and quickly signed up as a "procurement specialist" with a contracting firm called the Sixth Finger—little more than a starfaring thieves' guild—ready to use her new position to steal from exploitative corporations and be a hero to those in need.

The reality of life in a pirate enclave hit her like a meteorite. Out of money, too stubborn to return home, Navasi found she no longer had a choice in which jobs she took. Under the guildrunners' threats, she roughed up innocents, stole from the

poor, and worse. Though she never lost her egalitarian beliefs, she hardly recognized the naive idealist she'd once been. She quickly gained a reputation as the best fast-talker around.

Navasi found that the wealth from her scores brought little joy without friends to share it with, and she recruited secretly softhearted rogues to her crews. Yet it was in one particular woman that Navasi truly found herself again. Purple-haired and tattooed, the newcomer bucked the pirates' authority and operated alone, pulling the sorts of righteous jobs Navasi had dreamed of. She was the most exciting woman Navasi had ever met, and the two became inseparable.

That all came crashing down the day the Sixth Finger arranged to knock over a medship full of supplies bound for Absalom Station. To the gang's leaders, the ship's mission—aiding refugees of a war-torn star system—was inconsequential. Navasi's objections were overruled.

It was the final straw. Together, Navasi and her partner formulated a plan, alerting the medship to the heist and sabotaging the gang's starfighters. It did not go unnoticed. In the ensuing ambush, Navasi and her partner were pinned down, their backs to the sole spaceworthy ship—a single-seat fighter with only enough life support for one of them. Navasi prepared to go out in a blaze of glory—only to have her partner shove her into the cockpit and slam the canopy. As Navasi scrabbled with the latch, the other woman pulled the pins on her grenades and sprinted straight at their ambushers.

The wealthy scion of Absalom Station died that day, as did the pirate she'd become. As she made her way back to Absalom Station, knowing that neither the Sixth Finger nor her spurned family would ever stop looking for her, she forsook her previous incarnations. Abandoning her old identity, she took the name of her fallen love—Navasi—and swore that she'd carry on the fight they'd started together, stealing only from those who deserved it. Knowing she'd need a new appearance as well, she borrowed from her partner, dyeing her jet-black hair purple and adding a single blue contact lens.

Today, Navasi is a talented freelance captain, putting together crews for planetary scouting, private security, and more. Navasi still believes in freedom for all, spreading the wealth, and taking plutocrats down a peg—but she also knows the value of earning credits, and takes pride in the ability to take care of herself and her crew. As a scoundrel, a fast-talker, and a brilliant negotiator, Navasi is happiest when the chips are down and lives hang in the balance.