

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.

