



## NAVASI (LEVEL 5 ENVOY)

Navasi is an **envoy**, a spunky leader whose directives grant bonuses to their teammates. Navasi keeps tabs on assets, enemies, or people of interest who she studies closely (granting more bonuses).

## ASSETS

Navasi gains a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Perception checks attempted against her asset (or in relation to her asset if the target knows her asset), and a +1 circumstance bonus to attempts to Recall Knowledge about her asset. She can maintain four assets at a time. New assets beyond this number replace a previous asset of your choice.

During combat, Navasi can choose an asset using Acquire Asset (see Combat Actions). Outside of combat, Navasi can choose an asset using Size Up (see Acting in Exploration mode). If combat begins and Navasi's asset is one of her opponents, Saw It Coming (see Combat Actions) gives her an edge during the encounter.

## ACTING IN COMBAT

Navasi uses Get 'Em to pick a target for her team. Navasi's typical turn starts with giving a directive, then leading by example, and following up with Acquire Asset, Intimidating Shot, or Take Cover.

**Initiative:** Navasi uses Saw it Coming at the beginning of combat if her asset is one of her opponents.

**Defenses:** Navasi uses her Watch Out! reaction to protect allies whenever she can.

## Free Actions

The following are special free actions Navasi can use during (and out of) combat.

### CONFIDENT ACTUALIZATION ◊

HUMAN | FORTUNE

**Frequency** once per day

**Trigger** You are about to attempt a saving throw or skill check, but you haven't rolled yet.

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.

### PRACTICED INFLUENCER ◊

ENVY | FORTUNE

**Frequency** once per day

**Trigger** You are about to roll a Deception, Diplomacy, or Intimidation check, but you haven't rolled yet.

You roll the triggering Deception, Diplomacy, or Intimidation check twice, and use the higher result.

### SAW IT COMING ◊

ENVY

**Trigger** You are about to roll initiative in an encounter in which your asset is one of your opponents.

You read the demeanor, body language, and instinctive tics of your asset as easily as you read a comm unit, allowing you to react a moment before those around you and gain an edge in the coming battle. You gain a +1 circumstance bonus to your initiative roll, and you can immediately do one of the following: Interact to draw a weapon, Step, or Stride.

## Combat Actions

The following are special actions or abilities Navasi can use during combat.

### ACQUIRE ASSET ◊

ENVY

You assess a foe while in the thick of battle by observing their reactions to your attack. Make a melee or ranged Strike against a creature that is not your asset. On a hit, your target becomes your asset as if you had used Size Up. On a critical hit, you can immediately attempt a check to Recall Knowledge about the target.

## ENVOY DIRECTIVES

Envoy encourage their allies by using directives. Each envoy directive includes a way for the envoy to lead by example. By default, most directives have the visual trait, representing the envoy performing guiding motions to assist. However, envos can choose to replace the visual trait with, or simply add, the auditory trait to represent shouts of encouragement as part of these actions. An envoy's directive and the benefits it grants last until the beginning of your next turn.

### GET 'EM! ◊

DIRECTIVE | ENVOY | VISUAL

You single out an enemy for you and your allies to focus your attacks on. This concentrated assault weakens that enemy's defenses. Select a creature within 60 feet that you can see. That creature takes a -1 circumstance penalty to AC and Reflex saves until the beginning of your next turn.

**Lead by Example** If you attack the target you select before the end of your turn, you reveal a weak point in your foe's defenses. You gain a +4 circumstance bonus to damage rolls against the target, and your allies gain a +2 circumstance bonus to damage rolls against the target.

### GET IN THERE ◊

CONCENTRATE | DIRECTIVE | ENVOY | VISUAL

You urge your allies to either hustle into the fight or get out of the way. Until the beginning of your next turn, you and your allies within 100 feet that can sense you gain a +5-foot status bonus to Speed.

**Lead by Example** If you Step or Stride before the end of your turn, you can signal your allies to follow your lead. 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-foot increment) as a reaction.

### INTIMIDATING SHOT ◊

GENERAL | SKILL

**Prerequisites** trained in Intimidation

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.

## Combat Reactions

The following are special reactions Navasi can use during combat.

### 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.

You shout a warning to your ally, granting them a +2 circumstance bonus to AC against the triggering attack.

## Defenses

The following are special defenses Navasi can use during combat.

### BATTLE MEDICINE ◊

GENERAL | HEALING | MANIPULATE | SKILL

**Requirements** You're holding or wearing a medkit.

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.

## 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.

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. Increase the DC by 2 if you aren't holding or wearing a medkit. The target is then temporarily immune to Kiss It Better for 24 hours.

## TAKE COVER

**Requirements** You are benefiting from cover, are near a feature that allows you to take cover, or are prone.

You press yourself against a wall or duck behind an obstacle to take better advantage of cover. If you would have standard cover, you instead gain greater cover, which provides a +4 circumstance bonus to AC; to Reflex saves against area effects; and to Stealth checks to Hide, Sneak, or otherwise avoid detection. Otherwise, you gain the benefits of standard cover (a +2 circumstance bonus instead). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.

## 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 attempts to Demoralize you.

## ACTING IN EXPLORATION MODE

Navasi goes in guns blazing at the front of the group, Scouting ahead for danger or Searching for hazards. If others in the group are Avoiding Notice, she does so as well. When she has some time and a target in mind, Navasi uses Size Up to make them her asset.

## SIZE UP

CONCENTRATE ENVOY EXPLORATION

**Frequency** once per hour

You spend 1 minute observing a specific individual, 10 minutes researching a specific individual on the infosphere, or 1 hour networking and gathering information about a specific individual in a settlement or appropriate location that they frequent, learning how best to endear yourself to, scare, or otherwise manipulate that individual. 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.

## DAILY PREPARATIONS

Navasi is a quick thinker and adaptable, capable of picking up new skills and talents with little practice or training. During your daily preparations, select one skill feat that you meet the prerequisites for. You gain this skill feat until you prepare again.

Usually, Navasi selects Additional Lore in a Lore skill subcategory that's appropriate to her current mission, becoming expert in that Lore (with a total bonus of +10). If she's not sure what Lore will be useful, she instead selects Group Impression or Glad-Hand to improve her social skills.

## EQUIPMENT

Navasi wears commercial carbon skin (with a comm unit and darkvision visor installed) and carries a tactical medpatch, commercial hacking toolkit, commercial holoskin, and commercial infiltrator's toolkit. She's got a credstick with 50 credits.

### COMM UNIT

TECH

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).

### HACKING TOOLKIT

**Usage** held in 2 hands; **Bulk** L

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 similar linked network.

### HOLOSKIN

A holoskin is a holographic projector generally mounted to a belt or limb strap and activated as an Interact action. It can be programmed to project the appearance of another creature of the same size category as yourself, hiding your true appearance. A holoskin doesn't change your voice, scent, or mannerisms. The appearance of held and worn items aren't affected. You usually need a holoskin to set up a disguise in order to impersonate someone using the Deception skill.

### INFILTRATOR'S TOOLKIT

**Usage** held in 2 hands; **Bulk** L

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

### KNIFE

If Navasi gets desperate, she fights in melee with her knife. It has the following traits.

**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.

**Critical Specialization:** The target takes 1d6+1 persistent fire damage.

**Versatile:** This weapon can be used to deal piercing or slashing damage.

### LASER PISTOL

Navasi's other sidearm deals fire damage. It has a range increment of 40 feet. Its magazine contains 10 charges ammunition and expends 2 ammunition per Strike.

### MEDPATCH

CONSUMABLE HEALING TECH

**Usage** held in 1 hand; **Bulk** L

Medpatches accelerate the body's natural healing processes and immune system.

**Activate—Apply** (manipulate) You regain 1d6 Hit Points and gain a +1 item bonus to saving throws against disease and poisons for 10 minutes.

### SEMI-AUTO PISTOL

Navasi's sidearm deals piercing damage. It has a range increment of 60 feet. Its magazine contains 5 projectile ammunition and expends 1 ammunition per Strike.



## Character Sheet

### Ancestry

**Human**

Heritage and Traits

**Skilled; Human, Humanoid** Size **M**

### Attributes

**+0** Strength  
○Partial Boost

**+3** Dexterity  
○Partial Boost

**+0** Constitution  
○Partial Boost

**+3** Intelligence  
○Partial Boost

**+2** Wisdom  
○Partial Boost

**+4** Charisma  
● Partial Boost

### Defenses

#### Armor Class Shield



Hardness	Max HP	BT	HP
	/		

Armor Proficiencies  
Unarmored Light Medium Heavy

**10 · 3 · 7 · 1**  
Base Dex\* Prof Item

\* Use armor's Dex cap if lower

### Skills

**Acrobatics** 10 Dex Prof Item Armor

**Arcana** 3 Int Prof Item

**Athletics** 7 Str Prof Item Armor

**Computers** 10 Int Prof Item

**Crafting** 3 Int Prof Item

**Deception** 13 Cha Prof Item

**Diplomacy** 13 Cha Prof Item

**Intimidation** 13 Cha Prof Item

**Absalom Station Lore** 10 Int Prof Item

**Underworld Lore** 10 Int Prof Item

**Medicine** 9 Wis Prof Item

**Nature** 2 Wis Prof Item

**Occultism** 3 Int Prof Item

**Performance** 4 Cha Prof Item

**Piloting** 12 Dex Prof Item

**Religion** 2 Wis Prof Item

**Society** 12 Int Prof Item

**Stealth** 10 Dex Prof Item Armor

**Survival** 2 Wis Prof Item

**Thievery** 10 Dex Prof Item Armor

#### Fortitude

**+7**

Con Prof Item

#### Reflex

**+12**

Dex Prof Item

#### Will

**+12**

Wis Prof Item

Defense & Environmental Protection Notes

+1 (+2 if asset) vs. Demoralize

### Hit Points

Maximum  
**48**

Current HP

Temporary HP  
Dying 0000  
Wounded

Resistances and Immunities

Conditions  
+2 initiative

### Languages

Common  
Kasatha  
Vercite  
Vesk

### Perception

**+11** Wis Prof Item

Senses and Notes  
Darkvision  
+1 (+2 if asset) vs. Feint, Lie & Create a Diversion

### Speed

**30** feet

Special Movement

### Strikes

#### Melee Strikes

##### Weapon

**+12**

3 · 9 ·  
Str Prof Item

##### Damage

**1d4 P**

Traits and Notes agile, analog, finesse, thrown 10 feet, versatile S

##### Weapon

+

##### Damage

Traits and Notes

#### Ranged Strikes

##### Weapon

Range (ft.)

**+13**

3 · 9 · 1  
Dex Prof Item

Mag/Exp Damage

**5 / 1** **2d6 P**

Traits and Notes analog, reload 1

##### Weapon

Range (ft.)

**+13**

3 · 9 · 1  
Dex Prof Item

Mag/Exp Damage

**10 / 2** **2d6 P**

Traits and Notes reload 1, tech

##### Weapon

Range (ft.)

+

Mag/Exp Damage

**/**

Traits and Notes

##### Weapon Proficiencies

Unarmed

Simple

Martial

Advanced

Other

Critical Specializations

##### Class DC

**21**

**10 · 4 · 7 ·**

Base Key Prof Item

Proficiency  
Untrained +0  
Trained 2 + level  
Expert 4 + level  
Master 6 + level  
Legendary 8 + level

### Level

XP  
**5**

### Hero Points

5  
Gain 1 at the start of each session and when granted by the GM.  
Spend 1 to reroll a check.  
Spend All to avoid death.

Character Name  
**Navasi**

Player Name Pregenerated Iconic

### Background

**Outlaw**

Background Notes

### Class

**Envoy**

Class Notes

### Reminders

#### Proficiency

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

#### Action Icons

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

## Ancestry and General Feats — Class Abilities

<b>Level 1</b>	Ancestry and Heritage Abilities <b>Skilled (Diplomacy)</b>	Class Feats and Features <b>Leadership Style (guns blazing)</b> <b>Leadership Perk (Incredible Initiative)</b> <b>Envoy Directive (Get 'Em!)</b> <b>Social Mastermind (Size Up, Saw it Coming)</b> <b>Acquire Asset</b>
	Ancestry Feat <b>Natural Ambition (Watch Out!)</b>	
	Background Skill Feat <b>Intimidating Shot</b>	
<b>2</b>	Skill Feat <b>Battle Medicine</b>	Class Feat <b>Get in There!</b>
<b>3</b>	General Feat <b>Fleet</b>	Class Feature <b>Adaptive Talent</b>
<b>4</b>	Skill Feat <b>Kiss it Better</b>	Class Feat <b>Broadened Assessment</b>
<b>5</b>	Ancestry Feat <b>Confident Actualization</b>	Boosts Class Feature <b>Wise to the Game</b>
<b>6</b>	Skill Feat	Class Feat
<b>7</b>	General Feat	Class Feature
<b>8</b>	Skill Feat	Class Feat
<b>9</b>	Ancestry Feat	Class Feature
<b>10</b>	Skill Feat	Boosts Class Feat
<b>11</b>	General Feat	Class Feature
<b>12</b>	Skill Feat	Class Feat
<b>13</b>	Ancestry Feat	Class Feature
<b>14</b>	Skill Feat	Class Feat
<b>15</b>	General Feat	Boosts Class Feature
<b>16</b>	Skill Feat	Class Feat
<b>17</b>	Ancestry Feat	Class Feature
<b>18</b>	Skill Feat	Class Feat
<b>19</b>	General Feat	Class Feature
<b>20</b>	Skill Feat	Boosts Class Feat

## Inventory

Held Items		Bulk
<b>commercial hacking toolkit</b>	L	
<b>commercial infiltrator's toolkit</b>	L	
<b>commercial medkit</b>	1	
Consumables		Bulk
<b>tactical medpatch</b>	L	
Worn Items	Invested	Bulk
<b>commercial carbon skin</b>	—	L
- <b>darkvision visor</b>	—	L
<b>commercial holoskin</b>	—	L
Weapons	Mag	Bulk
<b>commercial knife</b>	—	L
<b>advanced semi-auto pistol</b>	5	L
- <b>projectile ammo (20)</b>		
<b>advanced laser pistol</b>	10	L
- <b>commercial battery (2; 10 charges each)</b>		
<b>Bulk</b>		
 <b>1</b>	Light Items 10 light Bulk items = 1 Bulk	
	Encumbered Bulk 5 + Str	
	Maximum Bulk 10 + Str	
	Maximum Invested 10	
Valuables	Price	Bulk
Wealth Credits	UPB (Universal Polymer Base)	
	<b>50</b>	