

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.

