Farscape / Ja F&#8217,arr Luxan Warrior 10



Name: Ja F’arr
Luxan Warrior 10
Init: +7
Defense: 22 (+5 Class, +3 Dex, +4 Armor)
Speed: 10 m
WP: 126
Attack: +13/+8 melee, +13/+8 ranged
SQ: Attack Focus +2 attack roll (5 control points), Crook (Disable Device), Soldier
SV: Fort +11, Ref +8, Will +4
SZ: M
CP: 43

Abilities: Str: 16, Dex: 16, Con: 16, Int: 13, Wis: 10, Chr: 10

Skills: Climb +3, Computer +2, Disable Device +5, First Aid +1, Intimidate +8, Jump +4, Knowledge (Luxan Culture) +2, Pilot (Space Craft) +3, Repair +2, Search +2, Security Systems +5, Spot +3, Survival +3

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Burstfire, Cleave, Combat Instincts, Great Cleave, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Power Attack, Rapid Shot, Tongue Sting, Weapon Focus (Qualta Blade), Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons)

Equipment: Comm, Luxan Armor, Qualta Blade, Tokkar (Knife), 200 cps

Background:
Luxans are a race of warriors who are allied with the Ilanics. They value honor. Some Luxans, such as Ja F'arr, use the traditional weapon, a Qualta blade, which can be turned into a pulse rifle. The Luxans recently signed an alliance with the Peacekeepers as part of Grayza's efforts to unite the worlds against the Scarrens and improve their bargaining position as well as have more people to fight should it come to war.

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