Farscape / Captain Klaudi Craine Sebacean C



Name: Captain Klaudi Craine
Sebacean Commando 8 Diplomat 2
Init: +7
Defense: 25 (+9 Class, +3 Dex, +3 Armor)
Speed: 10 m
WP: 87
Attack: +9/+4 melee, +10/+5 ranged
SQ: Peacekeeper, +2 attack/skill modifier (6 control points)
SV: Fort +6, Ref +11, Will +5
SZ: M
CP: 16

Abilities: Str: 14, Dex: 16, Con: 14, Int: 14, Wis: 10, Chr: 15

Skills: Bluff +9, Climb +7, Computer +7, Concentration +7, Diplomacy +9, Disable Device +10, Gather Information +7, Hide +10, Intimidate +4, Jump +9, Knowledge (Peacekeepers) +5, Listen +10, Move Silently +10, Pilot (Space Craft) +7, Search +2, Security Systems +10, Sense Motive +7, Spot +10, Survival +7, Swim +7, Tumble +10

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic, Autofire, Born Pilot, Burstfire, Combat Instincts, Improved Initiative, Persuasive, Point Blank Shot, Rapid Shot, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged), Weapon Group Proficiency (two-handed ranged), Weapon Group Proficiency (heavy weapons)

Equipment: Comm, Leather Armor, Pulse Pistol, Pulse Rifle, 350cps

Background:
Sebaceans are an alien race who resemble humans but are intolerant of intense heat. Exposure to such will cause them to go into the 'Living Death' if their temperature is not lowered. All Peacekeepers are Sebacean, but not all Sebaceans are Peacekeepers. At least one group formed a breakaway colony in the Uncharted Territories, which remains carefully neutral between the Peacekeepers and the Scarrans. Another colony flight, to Mintak V, was wiped out by the Scarrans

Captain Klaudi Craine was once a highly skilled assassin and operative across the galaxy. Trained since childhood and honed into a weapon, Klaudi learned self-sufficiency, piloting and marksmanship. A perfectionist, Klaudi could not abide failure.

Her entire life of high-placed contacts, elevated status, and lifelong purpose have started to collapse, much to her annoyance.

Klaudi focused on her career in the underworld, accepting increased responsibility in Ralin's newly formed Smugglers Guild. She undertook a number of information-gathering missions, pairing with

the Nebari Klara on occasion.

Ralin, who was grooming Klaudi to be his successor, wanted her to gather an even wider variety of skills. Klaudi became increasingly independent in the following years, loosening her ties with the Smugglers Guild.

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