

# RPGGamer.org Characters D20 / Esara Tulean (Human)

Esara Tulean

Esara Tulean is a well known slaver, who often transports slaves for the Empire, but she has been known to do business with other unpleasant people in her time, including Yanith the Hutt. Esara's prized slaves are Wookiees and Trandoshans, though she asks a pretty price for them. Her most notable capture was a Rancor, which she successfully delivered to Yanith alive and well. Yanith repaid Esara with a bigger transport, a loyal crew, though Esara thinks they're all Yanith's spies.

Era: Rise of the Empire

Age: 38

Gender: Female

Species: Human

Height: 1.8m

Weight: 43kg

Skin: Tan

Hair: Crimson Red

Eyes: Blue

Human, Female; Level 7 Scoundrel; Init: -1; Def: 14 (+5 class, -1 dex); Spd: 10m; VP/WP: 47/15; AB M/R: +6/+4; SQ: Illicit Barter, Luck (2/day), Precise Attack +1; Saves: FORT: +4 (+2 base, +2 ability), REF: +4 (+5 base, -1 ability), WILL: +2 (+2 base); Size: Medium; FP: 5; DSP: 0; Rep: +7; Abilities: STR: 12 (+1), DEX: 8 (-1), CON: 15 (+2), INT: 11 (+0), WIS: 11 (+0), CHA: 11(+0)

Equipment:

All-Temperature Cloak, Code Cylinder, Comlink, Datapad

Skills:

Appraise: +5 (5 ranks), Astrogate: +10 (10 ranks), Bluff: +13 (10 ranks, +3 mod), Computer Use: +5 (5 ranks), Demolitions: +13 (10 ranks, +3 mod), Disable, Device: +10 (10 ranks, +3 mod), Disguise: +13 (10 ranks, +3 mod), Escape Artist: +3 (5 ranks, -2 mod), Forgery: +5 (5 ranks), Pilot: +9 (10 ranks, -1 mod), Repair: +10 (10 ranks)

Feats:

AP (Light), Skill Emphasis (Bluff), Skill Emphasis (Demolitions), Skill Emphasis (Disguise), Starship Point Blank Shot (Space Transports), WF, Vibroblade, WGP (Blaster Pistols), WGP (Simple Weapons)

Weapons:

Vibroblade, Attack Bonus: +2, Weight: 2kg, Type: Slashing, Size: Medium, Damage: 2d6+1, Critical: 20  
BlasTech A280 Blaster Rifle, AB: -4, Range: 40m, Weight: 10kg, Type: Energy, Size: Large, Damage: 3d8+2, Critical: 19-20 Notes: An A380 blaster rifle is illegal except for military and law enforcement

personnel and requires a power pack to operate. After 15 shots, the power pack must be replaced.  
Punch, Attack Bonus: +5, Type: Melee, Size: Medium, Damage: 1d3+1

Armor:

Blast vest and Helmet, DR: 2, Check Penalty: -1, Spd: 10/6, Weight: 3, MDB: +5

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