

ELIAS KIM	
Species	ExoHuman
Born	2597, aboard Last Frontier
Affiliations	Freelancer and social operative (Office for Special Operations – OfSO, informal contracts only)
Residence	Firetown
Wiki:	https://102lightyearsaway.com/doku.php?id=elias_kim

Role	Interpreter / Negotiator / Information Broker
Tier	Pro
Background	Charming polyglot and gambler whose empathy is his armor and weapon alike

VITALS & SKILLS	
AC	12
HP	20 (3xd8 + CON)
Speed	9 m
Passive Perception	14
STR	Athletics
DEX	Sleight of Hand (P)
INT	Investigation (P) Linguist's Kit (P)
WIS	Insight (P)
CHA	Persuasion (P) Deception (P) Performance (P)



STR 10 (+0)	DEX 14 (+2)	CON 12 (+1)
WIS 13 (+1)	CHA 16 (+3)	INT 14 (+2)
Saving Throws:		DEX; CHA
Proficiency Bonus:		(+2)

PERSONALITY:
Traits: Charismatic, flirtatious, quick-witted
Behaviors: Spins a die through his fingers while talking; never sits with back to a door
Values: Freedom, risk, pleasure, connection

FLAWS:
Frostpunkt Addiction: When near active games, WIS save DC 12 or lose 1 turn to “one quick round.”
Heartbreaker: Failed Persuasion with a charmed NPC may turn to hostility or betrayal.
Overconfidence: Believes every problem has a clever solution — even when retreat would save him. (distrust).

LANGUAGES:
 ExoCommon, Honga Dialect & Trando Dialect

EQUIPMENT & TACTICAL FEATURES

Armor	Light jacket (AC 12, 0.5 kg)	AC 12, 0.5 kg
Tools	Frostpunkt Dice Set, Linguist's Notebook, Charm Coin, Pocket Recorder	Street Read: Advantage on Insight to spot tells in gamblers, couriers, and bouncers.
Comms/ID		
Pack	Small satchel with rations, cards, two bottles of Space Beer	
Load	Normal	
Mount:		

WEAPONS & AMMO & GEAR ACTION

DIY Knife	Melee or Ranged	Damage 1d4 bludgeoning (non-lethal) Attack +4 (Dex + Prof).
Charm Feint	Flash a grin and disarming line	Target makes WIS save DC 13 or has Disadvantage on next hostile action against Elias.
Coin Flip Bluff	Flick a coin or die as distraction;	Grants Advantage on next Sleight of Hand or Stealth check (1/encounter).
Calm Directive	Bonus Action	Choose one creature that can hear Kweku. It makes WIS save DC 13; on failure → cannot take Reactions until end of next turn. (1/short rest)

