

KWEKU AMARI	
Species	ExoHuman
Born	2599, aboard Last Frontier
Affiliations	Freelancer medic & psychological specialist (official); OfSO subcontract (unofficial)
Residence	Hope
Wiki:	https://102lightyearsaway.com/doku.php?id=kweku_amari

Role	Medic / Interrogator / Crisis Negotiator
Tier	Pro
Background	Hospital admin who walked out on bureaucracy to heal minds instead of forms

VITALS & SKILLS	
AC	12
HP	24 (3xd8 + CON)
Speed	9 m
Passive Perception	15
STR	Athletics
DEX	Stealth
INT	Investigation (P), Psychology Tools (P), Nano-Therapy (P)
WIS	Medicine (P), Insight (P), Perception (P), Survival
CHA	Persuasion (P)



STR 10	DEX 12	CON 14
WIS 16	CHA 13	INT 14
Saving Throws:		WIS; CHA
Proficiency Bonus:		2

PERSONALITY:

Traits: Empathetic, authoritative, grounded

Behaviors: Listens first, speaks last; uses silence as tool; maintains gentle eye contact

Values: Human dignity, truth through understanding, calm under pressure

FLAWS:

Depression: Without daily Serenica, -1 Initiative and disadvantage on saves vs fear.

Serenica Dependence: Dose grants Advantage on WIS saves vs fear (8 h) but -2 Initiative while active.

Substance Sensitivity: Serenica with alcohol → Confused 1 h.

Technological Distance: -1 on Persuasion/Insight with Bots (AI)

LANGUAGES:

ExoCommon, Honga Dialect (basic)

EQUIPMENT & TACTICAL FEATURES

Armor	Light med-coat (AC 12, 0.5 kg)	AC 12, 0.5 kg
Tools	Nano-Therapy Kit, Psychology Recorder, Vitals Scanner, Zip Restraints × 4	<i>Psychological Insight. Advantage on Insight checks to detect lies, stress or motives during dialogue.</i>
Comms/ID	Serenica ampoules × 3	
Pack	Med-field bag with bandages, portable scanner, nutrient vials	
Load	Normal	
Mount:		

WEAPONS & AMMO & GEAR ACTION

Restraint Baton	Melee Weapon – Range 1.5 m · Damage 1d6 bludgeoning (non-lethal)	Attack Roll: +6 (Dex + Proficiency + Light Weapon Training), Reload: Up to twice per turn. Clay Stun-Pellet (non-lethal): On hit, target makes CON save DC 12 or is Stunned until end of next turn, Scatter-Shard (non-lethal): On hit, target's vision obscured; disadvantage on Perception checks and ranged attacks until end of next turn.
Sedative Injection Pen	Ranged Weapon – 3 m · Damage 1 (needle) + chemical effect (non-lethal)	Attack Roll: +5 (Str or Dex + Proficiency), Damage: 1d8 + modifier of the chosen ability. Thrown Use: Normal 10 m range (Disadvantage beyond that up to 20 m). Reaction: When hit by a melee attack while holding the Combat Knife, Lexa adds +2 AC against that attack (1/short rest).
Field Stabilize	Action Touch	Target regains 1d6 HP and is stabilized (0 HP rule). Each ally once per encounter. Requires Nano-Therapy kit in hand.
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)

