

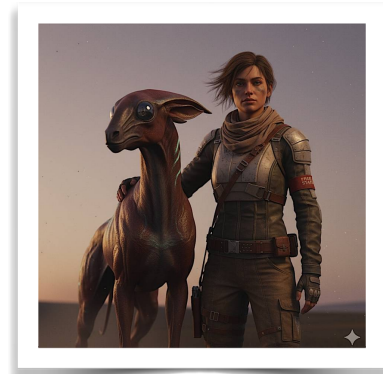
# LEXA ROURKE

<b>Species</b>	ExoHuman
<b>Born</b>	2602, aboard Last Frontier
<b>Affiliations</b>	Free State Courier Riders (official, tendered); OfSO subcontract (unofficial)
<b>Residence</b>	New Kourou (seldom present)
<b>Wiki:</b>	<a href="https://102lightyearsaway.com/doku.php?id=lexa_rourke">https://102lightyearsaway.com/doku.php?id=lexa_rourke</a>

<b>Role</b>	Courier-Scout (mounted) / Cartographer
<b>Tier</b>	Pro
<b>Background</b>	Ship-school map prodigy turned frontier rider after Day Zero loss

## VITALS & SKILLS

<b>AC</b>	13
<b>HP</b>	24
<b>Speed</b>	10 m (foot)   12 m mounted (Veyra "Kelta"), ignores loose gravel/sand as difficult terrain
<b>Passive Perception</b>	14
<b>STR</b>	Athletics (P)
<b>DEX</b>	Stealth (P)
<b>INT</b>	Cartographer's Tools (P), Navigator's Tools (P)
<b>WIS</b>	Perception (P), Survival (P), Animal Handling (P)



<b>STR</b> 12	<b>DEX</b> 16	<b>CON</b> 14
<b>WIS</b> 14	<b>CHA</b> 10	<b>INT</b> 12
<b>Saving Throws:</b>		<b>DEX; WIS</b>
<b>Proficiency Bonus:</b>		<b>2</b>

## PERSONALITY:

**Traits:** Adventurous, map-obsessed, direct

**Behaviors:** Counts grades/wind chalk semaphores; sketches every camp

**Values:** Speed with safety; proof > rumor; non-lethal unless cornered

## FLAWS:

**Impatient:** When told to wait, WIS DC 11 or she nudges forward (risking noise/exposure).

**Fire Memory:** First time open flames threaten a confined space in a scene, disadvantage on next action.

**Nomadic Avoidance:** Evades attachments; disappears for weeks between jobs.

## LANGUAGES:

ExoCommon, Shang Telu, Honga Dialect (fluent)

## EQUIPMENT & TACTICAL FEATURES

<b>Armor</b>	Courier jacket with light plated (DC 13)	
<b>Tools</b>	Cartographer's set, Navigator's set, Thieves' tools (climb/anchors)	<i>Off-Route Atlas. Once per scene declare a known trail/wind-shadow: party gains +1 on a group Stealth or Survival check for overland movement.</i>
<b>Comms/ID</b>	Free State armband ID; Frontier Quickdraw Service Token (genuine)	<i>While wearing the armband and carrying a sealed pouch, gain advantage on Persuasion with officials/townfolk who respect the courier code.</i>
<b>Pack</b>	Survival roll, route chinks, seal-sacks, field maps, Signal Flare	<i>Bright pulse marks target's position; sheds dim light 6 m for 1 min; grants advantage on Perception checks to track that target this scene.</i>
<b>Load</b>	Normal	
<b>Mount:</b>	Veyra Kelta	<i>Kelta leaps a 2 m gap or low obstacle; Lexa gains advantage on next Stealth or Athletics check this round.</i>

## WEAPONS & AMMO

<b>Ironstrike Slingshot</b>	Ranged Weapon – Normal 40 m / Max 60 m · Damage 1d6 bludgeoning · Lightweight, rapid-fire, Ammo: Clay Stun-Pellets, Scatter-Shard	<u>Attack Roll:</u> +6 (Dex + Proficiency + Light Weapon Training), Reload: Up to twice per turn. <u>Clay Stun-Pellet</u> (non-lethal): On hit, target makes CON save DC 12 or is Stunned until end of next turn, <u>Scatter-Shard</u> (non-lethal): On hit, target's vision obscured; disadvantage on Perception checks and ranged attacks until end of next turn.
<b>Guarding Troopers Combat Knife</b>	Melee or Thrown Weapon – Close / Throw 10 m · Damage 1d8 slashing or piercing · Dual-use (tool & weapon)	<u>Attack Roll:</u> +5 (Str or Dex + Proficiency), Damage: 1d8 + modifier of the chosen ability. <u>Thrown Use:</u> Normal 10 m range (Disadvantage beyond that up to 20 m). <u>Reaction:</u> When hit by a melee attack while holding the Combat Knife, Lexa adds +2 AC against that attack (1/short rest).

## MOUNT VEYRA ,KELTA" (COMPANION)

<b>Type</b>	Sure-footed, intelligent mount	AC 12 HP 22 Speed 12 m (ignores loose gravel/sand as difficult terrain)
<b>Skills</b>	Athletics +4, Perception +2	
<b>Traits:</b>	Sure-Footed	Silent Step (advantage on Stealth in wind/ambient noise); Leap (2 m standing, 4 m running)
<b>Comman):</b>	PC Bonus Action	Dash, Disengage, Help (grant rider +1 to next Stealth or Acrobatics), Bound (see Veyra Bound)
<b>Attack (rare)</b>	Hoof Swipe	+4 to hit, 1d6 bludgeoning (used defensively; Lexa avoids lethal force)