

LEGENDARY PLANET



STARFINDER
COMPATIBLE

PLANETARY HEROES



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game*, or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, balanced, dynamic, and exciting content you can find anywhere. Bringing talented creators together on projects they pursue with passion is what helps us make products that are as beautiful and enjoyable to read as they are fun to play at the table. Pick up the *Legendary Planet Adventure Path* today and **Make Your Game Legendary!**

WHY PREGENERATED CHARACTERS? I'LL TELL YOU...

Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by the Adventure Path's amazing stable of writers. That's where we come in. Let those very same writers provide you with the characters you need to succeed, all rules-legal and fully compliant. We guarantee each character will provide an interesting and unique roleplaying experience, because these pregens are more than just a collection of stats—they are fully formed character concepts with identities and personalities created by the best in the industry. You'll find no cardboard cutouts here. We feel comfortable you can make your own vesk soldiers and ysoki mystics. But the discriminating gamer wants more—you want the awesomesauce. Well, here it is. Or, here they are. And each with amazing art!

Legendary Games products have long been as much about story as combat, and these pregens are no different. But, because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each challenge they'll face. When it's time to throw down, none of these pregens will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the **Legendary Planet Player's Guide**, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you're working towards.

Plenty of our products are geared for the hardworking GM, but this one is for every gamer out there. If you are a player, these PCs should provide endless opportunities for adventure. If you are a GM, you can use these pregenerated characters as NPCs or rival adventuring parties. And if you play or run Pathfinder Society adventures, with a few tweaks, these PCs will work for you, too.

Power to the players! Now, go roll initiative!

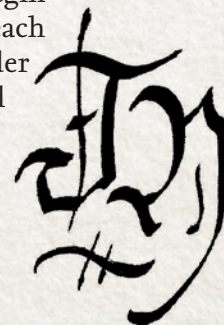
HOW WE DID IT

We created the characters in this product using the "purchase" system for generating ability scores assuming a 10-point buy.

WHY 2ND LEVEL CHARACTERS?

One of the design goals for *Planetary Heroes* is that it presents 11 playable player characters for use in the Legendary Planet Adventure Path. The first module in that Adventure Path, *To Worlds Unknown*, begins with the PCs lacking their gear, making survival very difficult. Depending on the skill and creativity of your players, you could begin with the characters at 1st level for maximum challenge using the characters provided here. Alternatively, you can begin with the assumption that they have adventured a bit already (both getting to know each other and attaining 2nd level) before being thrust onto a much larger stage in a grander multiverse, so for most of the characters in this volume we have provided a 2nd level stat block as well.

- Jason Nelson



"They said they pulled me from the ruins, newly-born of a mechanical womb. Then, they told me I'd become a soldier, an executioner of their will and their will alone—assigned whatever mission the League deemed important. In the beginning, I believed them. I hunted those who operated against them—renegades, fools, and barbaric rebels alike. But when I learned their true nature, I knew I had to change. And when I defied their orders, they restrained me—to erase my memories and repurpose my body for a different, more subservient intellect. I escaped before they completed the process. And, now, I live to cut down anyone serving the League who crosses my path. I won't go back. And I'll never serve them again. There are far better people to protect, and I call them my friends. They already accept me for who I am."

—the existential crisis of runaway android, Ander Six



Bob Gropenstein

ANDER SIX

Male android bounty hunter **operative** 1

LN Medium humanoid (android)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

SP 8 **HP** 10 **RP** 4

EAC 14; **KAC** 15

Fort +2; **Ref** +5; **Will** +2; +2 to saves vs. disease, mid-affecting effects, sleep, poison unless it specifically targets constructs

OFFENSE

Speed 30 ft.

Melee tactical baton +3 (1d4+1 B; analog, operative) or survival knife +3 (1d4+1 S; analog, operative)

Ranged tactical semi-auto pistol +3 (1d6 P; analog)

Offensive Abilities trick attack +1d4

STATISTICS

Str 13 (+1); **Dex** 16 (+3); **Con** 14 (+2); **Int** 12 (+1); **Wis** 10 (+0); **Cha** 8 (-1)

Skills Acrobatics +8, Athletics +6, Computers +5, Culture +9, Disguise +3, Engineering +6, Perception +5, Sense Motive +6, Sleight Of Hand +8, Stealth +8, Survival +6

Feats Cleave, Skill Focus (Culture), Skill Focus (Sense Motive)

Languages Andromedan, Common, Ysoki

Other Abilities constructed, detective specialization, theme knowledge (bounty hunter)

Gear second skin, survival knife, tactical baton, tactical semi-auto pistol with 9 small arm rounds, engineering tool kit, industrial backpack, mobile hotelier tent, small arm rounds (30), travel clothing, credstick (195 credits)

ANDER SIX

Male android bounty hunter **operative** 2

LN Medium humanoid (android)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

SP 16 **HP** 16 **RP** 4

EAC 15; **KAC** 16

Fort +2; **Ref** +6; **Will** +3; +2 to saves vs. disease, mid-affecting effects, sleep, poison unless it specifically targets constructs

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +2 (1d6+1 S; analog) or survival knife +4 (1d4+1 S; analog, operative)

Ranged tactical semi-auto pistol +4 (1d6 P; analog)

Offensive Abilities trick attack +1d4

STATISTICS

Str 13 (+1); **Dex** 16 (+3); **Con** 14 (+2); **Int** 12 (+1); **Wis** 10 (+0); **Cha** 8 (-1)

Skills Acrobatics +9, Athletics +7, Computers +6, Culture +10,

Disguise +4, Engineering +7, Perception +6, Sense Motive +7, Sleight Of Hand +9, Stealth +9, Survival +7

Feats Cleave, Skill Focus (Culture), Skill Focus (Sense Motive)

Languages Andromedan, Common, Ysoki

Other Abilities constructed, detective specialization, quick disguise, theme knowledge (bounty hunter)

Gear freebooter armor I, survival knife, tactical dueling sword, tactical semi-auto pistol with 9 small arm rounds, engineering tool kit, industrial backpack, mobile hotelier tent, small arm rounds (30), travel clothing, credstick (280 credits)

Background: Ander Six (AN-duhr SIHKS) took his given name from a Science League officer who successfully released him and his identical birth siblings from a castaway incubator ten years ago. Along with his eight brothers, he accepted a numerical designation as a surname to tell himself apart, and thereafter, spent his early years in service to the League as a soldier and executioner. Implacable, remorseless, and outfitted with the best possible gear, he proved exceptionally efficient in this role, cutting down native barbarians, rogue robots, and League traitors alike. But his last assignment directed him to retrieve a rebel android for memory recalibration—his own brother, Ander Nine. This confrontation led Ander to an existential crisis as Nine shared his misgivings about the League and the control which they exerted over them.

After turning Nine over to their masters, Ander arranged to secretly observe his brother's reprogramming. Consequent insight into the harshness of this invasive procedure shattered every illusion he'd held about serving the League and, three months later, Ander also chose to rebel against his overseers. The resulting backlash proved harsh, and he too found himself hunted, captured, and assigned for memory recalibration. Midway through the process, however, Ander freed himself and overpowered his captors. He stumbled out of League headquarters and escaped into the surrounding badlands with the help of a disenfranchised gun-merchant named Lyel Vergess. Together, they worked their way to the small town of Forge, supporting and looking after one another while fending off raiders, beasts, and League agents alike. Since then, Ander has depended almost exclusively on Lyel to fill in the gaps of his partially-erased memory core, inheriting much of the gunslinger's prejudices and mannerisms—all in an effort to emotionally bond with someone more human.

Ever since the Science League tried to erase his memory, Ander has held a long-running grudge against them. He's convinced they're responsible for the continued troubles facing him and believes they're actively looking to finish the job. As a result, he generally attacks targets opponents he knows are associated with the League in preference to all others.

Note: For maximum roleplaying impact, if there's another biological PC in the group (and no one plays Ander's partner, Lyel), that person, with their consent, should be chosen as Ander's close friend instead.

Physical Description: Standing 6 feet tall and weighing 200 lbs., Ander Six's developed, muscular physique belies the relatively young age of his cybernetic mind. Just 10 years have passed since his awakening, and Ander still struggles to learn the limits of his artificial body. His dusk brown skin includes darker tracings of tattoo-like circuitry which glow an eerie green when activating his powers. Ander dresses in a modern, sleeveless studded leather breastplate, rugged pants, and combat boots. His armor includes pauldrons and greaves across his shoulders, arms, and legs, a purposeful design to give him a greater range of motion to wield his ever-present katana. His only other weapons include a dagger kept in a sideways scabbard at the small of his back and a carbon-fiber crossbow slung across his shoulder.

Personality: Ander struggles to find his identity, innately sensing he was meant for something greater, but incapable of recognizing it until he better educates himself on the world around him. At times, he comes across as intensely curious, both about the mundane actions and emotions of inherently biological creatures, as well as the recovered technologies of what he assumes are the remnants of those who once manufactured his kind. Yet, Ander also carries the burden of knowing there are others who would exploit his skills and capabilities. Since discovering the duplicity of the Science League, and their subsequent attempts to have his consciousness erased and reset, he remains ever-vigilant against those who wish him ill. As an extension of this mentality, he also assumes a guardian role in protecting others suffering under the League's persecution.

ADVANCEMENT

Ander advances as an operative with each new level, always adding skill ranks in Acrobatics, Athletics, Engineering, Perception, Physical Science, Stealth, and Survival. At 5th level, Ander increases his Strength, Dexterity, Constitution, and Intelligence by 1. At the same time, he improves his armor by upgrading with any tech armor acquired during his adventures, and arms himself with whatever advanced weaponry he can find or obtain on the black market.

ROLEPLAYING IDEAS

- Fragments of Ander's partially-erased memory sometimes plague him, overriding his unstable psyche and causing him to carry out the League's embedded orders despite resisting them. This could cause conflicts with his friends until he regains control, or it could lead him back to those still on his trail.
- Agents of the League are constantly searching for Ander, including his own brothers and sisters—all due to subconscious elements of his memory core which contain vital pieces of information the League overseers want to preserve, erase, or protect.
- Over time, Ander develops a better understanding and manifestation of his emotions—all learned and mimicked from his fellow adventuring companions. This could cause him to bond with other troubled souls such as Omik "The Clever", Rhydis Kolmainus, or Girrun Snik.

“Look at this world: children starving, their parents enslaved, anyone with any kind of power to do something about it immediately corrupted, always looking out for themselves more than anyone else. Theft, murder, fearmongering—and, worst of all, apathy. People see clear suffering around them every day, and they do nothing—never realizing that helping others can also help themselves. If we could all just stop for a moment and reflect on the wonder and beauty this world has to offer—of life itself and the shared opportunities presented when we support one another—I think that would make all the difference. We should invest in making our collective lives better. That’s a far nobler goal than the greed and strife I see around me. So what’s holding us back from it? Why don’t we care?”

—*a fervent wish for a better world by chlervian sorcerer, traveler, and diplomat, Floreisley Avergreen*



FLOREISLEY AVERGREEN

Chlorvian xenoseeker mystic 1

NG Medium humanoid (chlorvian)

Init +6; **Senses** low-light vision; **Perception** +3

DEFENSE

SP 7 **HP** 10 **RP** 4

EAC 14; **KAC** 15

Fort +1; **Ref** +2; **Will** +5; (+2 racial bonus against mind-affecting effects as well as paralysis, poison, and sleep effects.)

OFFENSE

Speed 30 ft.

Melee survival knife +2 (1d4-1 S; analog, operative)

Ranged needler pistol +2 (1d4 P; critical injection +2; analog, injection)

Spell-Like Abilities (CL 1st)

At will—mindlink (once per individual each day)

Mystic Spells Known (CL 1st)

1st (3/day)—*lesser confusion*, *life bubble*, *mind thrust*, *reflecting*

o (at will)—*detect magic*, *psychokinetic hand*, *telekinetic projectile*, *telepathic message*

Connection xenodruid

STATISTICS

Str 8 (-1); **Dex** 14 (+2); **Con** 12 (+1); **Int** 10 (+0); **Wis** 16 (+3); **Cha** 13 (+1)

Skills Bluff +5, Diplomacy +6, Life Science +5 (+1 insight bonus to identify creatures and their abilities), Medicine +4, Mysticism +7, Stealth +2 (+4 while in forest, jungle, or swamp terrain), Survival +7; (reduce the DC of Life Science checks to identify rare creatures by 5 gain a +1 insight bonus on all Life Science skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it.)

Feats Improved Initiative

Languages Common, Terran; speak with animals

Other Abilities camouflage, healing touch, sociable, speak with animals, symbiotic, theme knowledge (xenoseeker), tough skin

Gear second skin, needler pistol with 6 darts, survival knife, industrial backpack, mass produced tent, tier 1 sedative, credstick (373 credits)

SPECIAL ABILITIES

Ease of Faith (Ex) Floreisley's mentor invested a strong faith in her from an early age, taking care to ensure she understood that what powers her natural magic is no different than that which powers various religions. This philosophy makes it easier for her to interact with those who may not share her views. She gains a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

Tough Skin: Floreisley's woody skin grants a +1 racial bonus to AC when wearing no armor or armor of light bulk.

Sociable: When Floreisley attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, she can try to influence the creature a second time, even if 24 hours have not passed.

Symbiotic (Ex): All chlorvians are permanently bonded to a symbiotic chlorva seed and count as both a humanoid and a plant for effects related to race or type. In addition, a chlorvian gains a +2 racial bonus on saving throws against mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart: Chlorvian mystics with the xenodruid connection treat their Wisdom score as 2 points higher for mystic spells and class abilities and cast their connection spells with an effective caster level 1 higher than their mystic level.

Xenobiologist: You've devoured every unusual bestiary you could acquire, and your voracious appetite for such knowledge has better informed your ability to determine facts about unfamiliar creatures, drawing parallels to other beasts you already know. As such, you gain a +1 insight bonus on all Life Science skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it. For example, if an auroch is normally a very rare creature on your home planet, but common on the planet Argosa, the DC of the Life Science check to identify the auroch would be 10 + its CR.

FLOREISLEY AVERGREEN

Chlorvian xenoseeker **mystic** 2

NG Medium humanoid (chlorvian)

Init +6; **Senses** low-light vision; **Perception** +3

DEFENSE

SP 14 **HP** 16 **RP** 4

EAC 14; **KAC** 15

Fort +1; **Ref** +2; **Will** +6; (+2 racial bonus against mind-affecting effects as well as paralysis, poison, and sleep effects.)

OFFENSE

Speed 30 ft.

Melee survival knife +3 (1d4-1 S; analog, operative)

Ranged needler pistol +3 (1d4 P; critical injection +2; analog, injection)

Spell-Like Abilities (CL 2nd)

At will—mindlink (once per individual each day)

Mystic Spells Known (CL 2nd)

1st (3/day)—*lesser confusion*, *fear*, *life bubble*, *mind thrust*, *reflecting armor*

o (at will)—*detect magic*, *psychokinetic hand*, *telekinetic projectile*, *telepathic message*, *token spell*

Connection xenodruid

STATISTICS

Str 8 (-1); **Dex** 14 (+2); **Con** 12 (+1); **Int** 10 (+0); **Wis** 16 (+3); **Cha** 13 (+1)

Skills Acrobatics +4, Athletics +0, Bluff +5, Diplomacy +6, Life Science +7 (+1 insight bonus to identify creatures and their abilities), Medicine +5, Mysticism +7, Stealth +4 (+4 while in forest, jungle, or swamp terrain), Survival +8; (reduce the DC of Life Science checks to identify rare creatures by 5 gain a +1 insight bonus on all Life Science skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it.)

Feats Improved Initiative

Languages Common, Terran; speak with animals

Other Abilities camouflage, healing touch, sociable, speak with animals, symbiotic, theme knowledge (xenoseeker), tough skin

Gear second skin, needler pistol with 6 darts, survival knife, industrial backpack, mass produced tent, tier 1 sedative, credstick (1,623 credits)

SPECIAL ABILITIES

Ease of Faith (Ex) Floreisley's mentor invested a strong faith in her from an early age, taking care to ensure she understood that what powers her natural magic is no different than that which powers various religions. This philosophy makes it easier for her to interact with those who may not share her views. She gains a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

Tough Skin: Floreisley's woody skin grants a +1 racial bonus to AC when wearing no armor or armor of light bulk.

Sociable: When Floreisley attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, she can try to influence the creature a second time, even if 24 hours have not passed.

Symbiotic (Ex): All chlorvians are permanently bonded to a symbiotic chlorva seed and count as both a humanoid and a plant for effects related to race or type. In addition, a chlorvian gains a +2 racial bonus on saving throws against mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart: Chlorvian mystics with the xenodruid connection treat their Wisdom score as 2 points higher for mystic spells and class abilities and cast their connection spells with an effective caster level 1 higher than their mystic level.

Xenobiologist: You've devoured every unusual bestiary you could acquire, and your voracious appetite for such knowledge has better informed your ability to determine facts about unfamiliar creatures, drawing parallels to other beasts you already know. As such, you gain a +1 insight bonus on all Life Science skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it. For example, if an auroch is normally a very rare creature on your home planet, but common on the planet Argosa, the DC of the Life Science check to identify the auroch would be 10 + its CR.



Background: Growing up in one of the oldest chlorvian groves, Floreisley Avergreen (FLOHR-IYZ-lee AV-uhr-GREEN) led a sheltered life. As others around her grew content with their station, setting their highest aspiration to raise another generation of chlorvians just like themselves, Floreisley yearned to leave that behind and search out the wonders of the universe. She has a genuine gratitude for her upbringing, especially the guidance of her well-traveled mentor, who taught her much about the outside world. From him, she learned to respect every culture and creature as equal parts of a greater mosaic of life, each with their own struggles and resources, all beautiful in their own way.

About a year ago, Floreisley's family sent her on a grand tour of the more urban civilizations of their homeworld, thinking that exposure to the shadowy sides of life would mellow her infinite optimism and settle her down once more in their pastoral community. But, Floreisley's reaction proved completely the opposite. She volunteered to help anyone in need by organizing charities. She would often administer to the sick, help raise new homes, granaries, and libraries, and even teach those without schools. Although usually very popular wherever she visited, Floreisley rarely stayed in place for very long. As soon as she felt she'd met or helped most everyone in a given region, she would move on to the next to find new marvels to behold and wrongs to right.

Through her simple adventures, Floreisley has kept journals of her travels, writing in great detail about the things she's seen and those she's met. She regularly sends these notes home, where she hopes they'll inspire others to follow in her footsteps, boldly venturing out of their quiet glens and into a boisterous world in need of hope and encouragement.

Physical Description: At 47 years old, Floreisley stands 5 feet, 8 inches tall and weighs about 140 lbs. Slight, willowy, and unimposing, she often surprises others when her presence and charm dominates those around her. She possesses a quick, boundless energy, always on the search for something new to experience. This often leads Floreisley to change her appearance, adopting native fashions and local dialects, or simply trimming the bark-like growths around her hair to create new, interesting, geometric shapes.

Personality: Floreisley often has trouble seeing the clouds for all their bright, silver linings. Even in dire circumstances, she first seeks to reassure others before confronting the problem. She has a deep love of animals, but would never keep one as a pet, believing—like people—they should remain free to grow and experience life as they were meant to be. That freedom comes with responsibility, however, and Floreisley is quick to protect others by opposing those upsetting the natural balance or pursuing dark deeds. When words are not enough, she raises her sickle to “prune” any wickedness. In contrast, she laughs so often, that people consider her proficient in it as a language. But when the laughter stops, Floreisley's magic carries a forceful reckoning like no other.

ADVANCEMENT

With each new level, Floreisley advances as a mystic, always increasing her skill ranks in Diplomacy, Life Sciences, Medicine and Mysticism. At 3rd level, she gains the Spell Penetration feat, making it easier for her to overcome spell resistance. She also adds the grasping vines ability due to her Connection. At this level she takes *mystic cure* as her new first level spell. At 4th level, Floreisley adds *lesser restoration* and *status* to her known spells. At 5th level, she Spends her ability increases on Dexterity, Intelligence, Wisdom, and Charisma!

ROLEPLAYING IDEAS

- Word of a great sight to behold—such as a grand waterfall, a beautiful valley of orchids, or a cavern where diamonds glitter like raindrops—quickly excites Floreisley. She goes out of her way to see such things, urging others to do the same.
- Floreisley enjoys all the world has to offer, willingly throwing herself into new experiences and exotic forms of amusement. More conservative or prudish allies may find this surprising or unsettling.
- Floreisley always helps the downtrodden, willing to feed a spoonful of milk to an invalid or pick up a shovel if someone's struggling to dig a well. Such distractions sometimes slow down her travels, but they also help in making new friends.
- Quick to trust, Floreisley still expects accountability. If she discovers a liar, she promptly confronts them and warns others against their duplicity.

“Everything’s in the numbers. I don’t mean you add things up and just allot them a value—well, I *do* mean that, but there’s more to it than that. For example, you take this cube here and roll it, it’s going to come up with one of the faces one-sixth of the time, right? Well, everything is like that at its most basic. You swing a sword. Maybe you hit, maybe you miss. Maybe if you’re good with it, you hit more often than you miss. See? Numbers. It’s the same with magic, how fast you run, or even how charming and convincing you can be! The foundation of the universe lies in the numbers. You’ve just got to figure out how to tilt them in your favor. Like I said, it’s all in the math.”

—a numerical argument from the zvarr rogue and heretic, *Girrun Snikt*



GIRRUN SNIK

Zvarr outlaw **operative** 1

CN Medium humanoid (reptoid)

Init +4; **Perception** +7, darkvision 60 ft.

DEFENSE

SP 7 **HP** 8 **RP** 4

EAC 15; **KAC** 16

Fort +1; **Ref** +5; **Will** +2

Defensive Abilities vestigial wings

OFFENSE

Speed 30 ft., climb 30 ft.

Melee tactical baton +3 (1d4 B; analog, operative) or unarmed +0 (1d3 +1 B)

Ranged pulsecaster pistol +3 (1d4 E, critical arc 2, nonlethal) or shock grenade I +0 (explode [15 ft., 1d8 E, DC 13])

Offensive Abilities bite, trick attack +1d4

STATISTICS

Str 11 (+0); **Dex** 16 (+3); **Con** 12 (+1); **Int** 14 (+2); **Wis** 10 (+0); **Cha** 10 (+0)

Skills Acrobatics +9, Athletics +5, Bluff +5, Computers +7, Culture +7, Diplomacy +1, Disguise +5, Engineering +8, Mysticism +1, Perception +7, Piloting +7, Sleight Of Hand +12, Stealth +8

Feats Grenade Proficiency, Skill Focus (Perception), Skill Focus (Sleight of Hand)

Languages Auran, Common, Draconic, Reptoid

Other Abilities theme knowledge (outlaw), thief specialization

Gear second skin, pulsecaster pistol with battery (20 charges), tactical baton, shock grenade I, computer (tier 1), disguise kit, credstick (210 credits)

SPECIAL ABILITIES

Mathematical Prodigy (Ex) Mathematics has always come easily for Girrorun, and he's always been able to "see the math" in the physical and magical world. He gains a +1 bonus on Engineering and Mysticism checks, and Engineering is always a class skill for him.

Ruin Delver (Ex) Girrorun's home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, he explored them and, during one such foray, he found a small trinket with curious properties, keeping it with him ever since. As a result, Girrorun gains a +2 trait bonus on Mysticism checks to identify a magic item. In addition, the small bauble is worth 100 gp. However, if sold, the trait bonus on Mysticism checks is reduced to +1.

Vestigial Wings Girrorun can use his wings to glide; if he succeeds at a DC 15 Acrobatics check to fly, he falls safely from any height without taking falling damage, as if using a 1st-level casting of flight. When falling safely, Girrorun can attempt an additional DC 15 Acrobatics check to glide, moving 5 feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. Girrorun cannot gain height with these wings alone; he can merely coast in other directions as he falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, Girrorun can take advantage of the updraft to increase the distance it can glide.

GIRRUN SNIK

Zvarr outlaw **operative** 2

CN Medium humanoid (reptoid)

Init +4; **Perception** +8, darkvision 60 ft.

DEFENSE

SP 14 **HP** 14 **RP** 4

EAC 16; **KAC** 17

Fort +1; **Ref** +6; **Will** +3

Defensive Abilities evasion, vestigial wings

OFFENSE

Speed 30 ft., climb 30 ft.

Melee tactical dueling sword +1 (1d6 S; analog) or unarmed +1 (1d3 +2 B)

Ranged static arc pistol +4 (1d6 E, critical arc 2, stun) or incendiary grenade I +1 (explode [5 ft., 1d6 F plus 1d4 burn, DC 13]) or shock grenade I +1 (explode [15 ft., 1d8 E, DC 13])

Offensive Abilities bite, trick attack +1d4

STATISTICS

Str 11 (+0); **Dex** 16 (+3); **Con** 12 (+1); **Int** 14 (+2); **Wis** 10 (+0); **Cha** 10 (+0)

Skills Acrobatics +10, Athletics +6, Bluff +5, Computers +8, Culture +8, Diplomacy +2, Disguise +5, Engineering +9, Mysticism +3, Perception +9, Piloting +9, Sense Motive +5, Sleight Of Hand +13, Stealth +9

Feats Grenade Proficiency, Skill Focus (Perception), Skill Focus (Sleight of Hand)

Languages Auran, Common, Draconic, Reptoid

Other Abilities jack of all trades, theme knowledge (outlaw), thief specialization

Gear freebooter armor I, static arc pistol with battery (20 charges), tactical dueling sword, incendiary grenade I, shock grenade I, computer (tier 1), disguise kit, credstick (330 credits)

SPECIAL ABILITIES

Mathematical Prodigy (Ex) Mathematics has always come easily for Girrorun, and he's always been able to "see the math" in the physical and magical world. He gains a +1 bonus on Engineering and Mysticism checks, and Engineering is always a class skill for him.

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Background: Girrun Snik (JY-ruhn SNIHCK) hatched as one of the last of his egg-clutch, too young to gain a higher position like his elder siblings, and too old to receive any allowances as the baby of the family. This numbered order brought about uncanny results, inspiring him to look for other connections in his youth, always juggling the numbers to gain an advantage. So began a lifelong passion to unravel the numeric codes that rule the universe. True numerologists usually scoff at Girrun's scrawls, stating they're hardly theorems based in solid math, though none have expended any effort in disproving them outright.

The reason behind Girrun's passion is hardly academic. Instead, he concocted an elaborate plan to improve his social station through the acquisition of wealth and stature, a process which he believes will create insurmountable odds in his favor which no other zvarr can deny. About 15 years ago, Girrun left his clan to embark upon a variety of get-rich-quick schemes, operating at times as a bookie, lottery manager, loan shark, and investment broker. So far, he's met with varying degrees of success, often having to leave town quickly before someone catches onto him. Although adept with numbers, he's struggled to keep an honest career as an accountant or merchant, always finding a way to skim off the top or swindle a little more coin out of his customers.

Among Girrun's favorite bids for wealth is funding expeditions into old ruins so he can reclaim valuable treasure to sell on the open market. An experienced appraiser, he usually knows the how to get the best deal. He even holds a special "talisman" he liberated from a ruin on his homeworld which he feels brings him an edge in such negotiations. He also thinks of it as his good luck charm, always giving it a brief touch before entering battle—a superstition he vastly prefers over prayers to any god, most of which always demand tithes from their followers.

Physical Description: At 75 years old, Girrun presents the physical portrait of an ordinary zvarr, standing just 5 feet tall and weighing 140 lbs. His blue-gray scales feature nebulous marks over his arms, not quite showing enough variation to stand out, which unfortunately becomes a sort of social camouflage among his own kind. Around others however, Girrun is far more recognizable by the many pouches and bandoliers among his gear. He always carries slips of paper stuffed to overflowing in his pockets and even tucked beneath the edges of the scales along his abdomen. These notes are covered in calculations and numbered lists, many of them half-forgotten until Girrun examines them again. Not so obvious are his many weapons, including small blades, two flasks of liquid fire, and a single thunderstone.

Personality: Despite his sometimes-fierce appearance, Girrun is actually a very likeable fellow, a quality he's used to his advantage on many occasions to talk marks into donating money to his cause or for others to provide a distraction so he can pick a stingy pocket. His allegiances can flip like a coin, quickly moving to those whose numbers seem most likely to succeed. But Girrun refrains from betraying his true allies, valuing their friendship as a greater resource over time. This often proves especially important when he gets into fights, which happens far more often than Girrun would like. He prefers to end such bouts as quickly as possible, holding nothing back lest an opponent threaten him again when the odds favor them instead.

ADVANCEMENT

Girrun advances as an operative with every level, always raising his ranks in Athletics, Bluff, Engineering, Perception, and Stealth. At 3rd level, Girrun gains operative's edge, quick movement, and trick attack and takes Dive for Cover as his new feat. He also looks to add new skill ranks in Culture and Sleight of Hand. At 4th level, Girrun gains the debilitating attack class ability, and continues to add ranks to Athletics, Bluff, Engineering, Perception, and Stealth. At 5th level adds 1 to his Dexterity, Constitution, Intelligence, and Wisdom. Girrun gains the Multi-Weapon Fighting feat, complementing his attacks with an energy weapon of appropriate level.

ROLEPLAYING IDEAS

- Girrun always analyzes any given situation, reducing it to a series of likely outcomes for himself and anyone who spares the time to listen. He encourages those around him to follow the path with the greatest success, but proves willing to pursue even unlikely goals if they hold greater potential for a lucrative payoff.
- Despite years of living in the shadow of his older siblings and using his anonymity to go unnoticed in zvarr culture, Girrun fears being truly alone. If unable to find a suitable distraction—usually a lucrative pursuit—he falls instead to busily scrutinizing the minute details of his friends' lives, and growing depressed if shunned. Sometimes, just to stay actively engaged, he strikes up life-changing conversations with complete strangers.
- Girrun genuinely believes many grand treasures lie scattered about the worlds he visits, just waiting for someone to claim them. Scoundrels may have purposefully hidden them, or whole civilizations may have left them behind. Either way, he eagerly sets out to learn the truth upon hearing of any ruins that may contain something of value he can fence.

"I remember the first time I looked upon the stars. Not the first time I *saw* them, of course. But the first time I *really* looked at them. It was like the whole multiverse unfolded before me with each star offering the chance for a new world. And every one of those worlds could hold a multitude of civilizations and new perspectives. The vision of all those points of light—and what they represented—unfolded before my eyes, but I couldn't truly perceive what awaits us there. They were the *onauh'den*—the Heavens—the many possibilities of Nimsharu—and I was unready and unworthy to look upon them. They were hidden beyond my comprehension. But, on that night, I dedicated myself to exploring them. I was reborn, no longer tethered to my physical form, but reaching out to experience something far greater than myself."

—the passionate, starry-eyed beliefs of tretharri cleric,
Kanor Delfina



KANOR DELFINA

Tretharri scholar **mystic 1**
NG Medium humanoid (tretharri)
Init +0; **Perception** +6

DEFENSE

SP 8 **HP** 10 **RP** 3
EAC 11; **KAC** 12
Fort +2; **Ref** +0; **Will** +5; +2 vs. charm and compulsion effects.

OFFENSE

Speed 30 ft.
Melee assault hammer +3 (1d6+2 B; analog)
Ranged azimuth laser pistol +1 (1d4 F; critical burn 1d4)
Spell-Like Abilities (CL 1st)
At will—*mindlink* (once per individual each day)
Mystic Spells Known (CL 1st)
1st (3/day)—*magic missile, mind thrust, mystic cure, share language*
o (at will)—*daze, detect affliction, detect magic, stabilize*
Connection star shaman

STATISTICS

Str 14 (+2); **Dex** 10 (+0); **Con** 14 (+2); **Int** 12 (+1); **Wis** 14 (+2);
Cha 9 (-1)
Skills Athletics +3, Culture +5, Diplomacy +3, Mysticism +6,
Perception +6, Physical Science +5, Sense Motive +6; (reduce
the DCs of Physical Science checks by 5 when recalling
knowledge about specialized field)
Feats Advanced Melee Weapon Proficiency
Languages Common, Kasatha, Tretharri
Other Abilities healing touch, walk the void
Gear second skin, assault hammer, azimuth laser pistol with 1
battery (20 charges), industrial backpack, mobile hotelier tent,
travel clothing, credstick (220 credits)

SPECIAL ABILITIES

Birthmark (Ex) Kanor has a strange birthmark which looks similar to the holy symbol of Nimsharu whom he chose to worship later in life. The birthmark can serve as a divine focus for casting spells, and as a physical manifestation of his faith, increasing his devotion to Nimsharu by granting him a +2 trait bonus on all saving throws against charm and compulsion effects.

Multi-Armed: Kanor has four arms. This allows him to hold and wield up to four hands' worth of weapons and equipment, but it doesn't increase the number of attacks he can make during combat. A tretharri can use any of its hands for tasks that require free hands.

Patron of the Stars: Kanor comes from a culture which revered the stars as holy entities, learning how to meditate upon them and later bless others with the stars' benefaction. By meditating for 30 minutes under a clear nighttime sky, he can attempt a DC 13 Wisdom check. If successful, he can add a +1 luck bonus to any single d20 roll in the next 24 hours, but only before the roll is made. Applying this bonus is a reaction, and he cannot apply it more than once per day, regardless of how many times he meditates under the stars.

KANOR DELFINA

Tretharri scholar **mystic 2**
NG Medium humanoid (tretharri)
Init +0; **Perception** +8

DEFENSE

SP 16 **HP** 16 **RP** 3
EAC 12; **KAC** 13
Fort +2; **Ref** +0; **Will** +5; +2 vs. charm and compulsion effects.

OFFENSE

Speed 30 ft.
Melee ember flame doshko +3 (1d8+2 F; critical wound [DC 13];
powered) or
assault hammer +3 (1d6+2 B; analog)
Ranged azimuth laser pistol +1 (1d4 F; critical burn 1d4)
Spell-Like Abilities (CL 2nd)
At will—*mindlink* (once per individual each day)
Mystic Spells Known (CL 2nd)
1st (3/day)—*magic missile, mind thrust, mystic cure, share language, wisp ally*
o (at will)—*daze, detect affliction, detect magic, stabilize, telekinetic projectile*
Connection star shaman

STATISTICS

Str 14 (+2); **Dex** 10 (+0); **Con** 14 (+2); **Int** 12 (+1); **Wis** 14 (+2);
Cha 9 (-1)
Skills Acrobatics +2, Athletics +3, Culture +5, Diplomacy +4,
Mysticism +7, Perception +8, Physical Science +5, Piloting +6,
Sense Motive +7; (reduce the DCs of Physical Science checks
by 5 when recalling knowledge about specialized field)
Feats Advanced Melee Weapon Proficiency
Languages Common, Kasatha, Tretharri
Other Abilities healing touch, walk the void
Gear freebooter armor I, assault hammer, azimuth laser pistol
with 1 battery (20 charges), ember flame doshko with 1 battery
(20 charges), industrial backpack, mobile hotelier tent, travel
clothing, credstick (50 credits)

SPECIAL ABILITIES

Birthmark (Ex) Kanor has a strange birthmark which looks similar to the holy symbol of Nimsharu whom he chose to worship later in life. The birthmark can serve as a divine focus for casting spells, and as a physical manifestation of his faith, increasing his devotion to Nimsharu by granting him a +2 trait bonus on all saving throws against charm and compulsion effects.

Multi-Armed: Kanor has four arms. This allows him to hold and wield up to four hands' worth of weapons and equipment, but it doesn't increase the number of attacks he can make during combat. A tretharri can use any of its hands for tasks that require free hands.

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attempt a DC 13 Wisdom check. If successful, he can add a +1 luck bonus to any single d20 roll in the next 24 hours, but only before the roll is made. Applying this bonus is a reaction, and he cannot apply it more than once per day, regardless of how many times he meditates under the stars.

Background: Born on a night so still and clear that his elders speak of hearing the stars sing, Kanor Delfina (KAY-nohr dehl-FEEN-uh) has always been treated as blessed among his clan. In his youth, he rarely thought of it, often shirking his studies to go hunting or play puzzle games with his friends, even when it brought punishment from his teachers. While running with his friends during a community *syrrq* in his tenth year, a glimmering among the stars caught his attention. He stood transfixed by it, watching for hours and hardly noticing the dawn until the morning dew settled over his skin. The resulting experience moved him in an incredibly spiritual way, and many in his clan worried a malign entity might have possessed him.

After reassuring his elders, Kanor dedicated himself to the teachings of Nimsharu, refocusing on his studies and the importance of acquiring knowledge and self-enlightenment firsthand. Eventually, his heart soared further afield than the recorded history of his people. Consequently, he left the archives to his peers, questing instead to gather an education in the wilds, on the streets, and among the passing caravans of other clans. Gradually his meditations led him to believe he would transcend upon learning the entirety of the sacred knowledge of Nimsharu. This is no simple feat, as this knowledge supposedly comes in as many lines as there are stars in the sky. Yet, Kanor never entertains the idea that his quest might be unattainable. Just as one finds a map of a region to make journeys easier, he believes Nimsharu will bless him with the secrets of health and longevity to maintain his path toward total enlightenment.

Now an adventurer and a wanderer, Kanor collects every piece of information he encounters—no matter how small—believing each contributes to the whole. He takes notoriously detailed notes in his journals to record his epiphanies, memorizing them and reciting them for the libraries of his people, while always looking to share such information with others so it may be reinforced within him.

Physical Description: Large for a tretharri at 31 years old, Kanor stands 6 feet, 7 inches tall and weighs more than 230 lbs. Most notable in his appearance (aside from his four prodigious arms) is the large birthmark on the inside palm of his upper left hand. It stands out white against his ruddy red skin, practically glowing in the shape of Nimsharu's holiness. Kanor is often mistaken for a knight with his impressive stature, physique, and armor. But a closer inspection shows his halberd doubles as a walking stick, and his armor hasn't seen the same care as a professional soldier. He dons a simple tunic over this ensemble, a meditative necklace about his neck, and a pair of well-worn boots.

Personality: Outside of his relentless pursuit of knowledge, Kanor devotes his spare time eating, sleeping, and maintaining a strict regimen of exercise. His friends have a hard time getting him to engage in social activities. Instead, he can spend days reading in the archives of temples or simply sitting at the feet of elder tribesmen to partake of their wisdom. He willingly fights alongside allies to guard against the loss of such knowledge, but views such friendships as temporary affairs unless they, too, show a passion for learning. Despite these principles, Kanor retains a guarded, suspicious air about him, as he constantly works to sift genuine knowledge from the flurry of myths and misperceptions people hold dear. For the most part, however, Kanor is a gentle giant and “good listener” as he asks questions and seeks universal enlightenment.

ADVANCEMENT

Kanor advances as a mystic with each new level, always increasing his skill ranks in Athletics, Diplomacy, Mysticism, and Sense Motive. At 3rd level, Kanor selects the Spell Focus feat and prepares *detect radiation* as one of his new spells. At 4th level, Kanor prepares *augury* and *hold person* as new spells. At 5th level, Kanor increases his Strength, Dexterity, Intelligence, and Wisdom by 1. Kanor may multiclass to a Soldier (Dexterity based) or continue as a Mystic of Nimsharu. If he does the former, he foregoes armor in favor of greater mobility, picking up Improved Combat Maneuver (grapple) to use with the hands that aren't busy wielding his doshko.

ROLEPLAYING IDEAS

- When presented with a mystery, Kanor always seeks to unravel it to discover the truth. He has a preoccupation with unlocking secrets and adding such knowledge to his collective wisdom, believing each new discovery leads to the next stage in Nimsharu's divine evolution.
- Kanor despises nothing more than misinformation, believing it chips away at the progress he's made towards achieving enlightenment. Lying and manipulation of others always angers him, especially if it withholds information for profit. Upon realizing such an injustice, Kanor forces the truth into the open, even doing so at the end of his halberd, if necessary.
- When engaged in battle with an unknown creature, Kanor leaves one hand free to make a melee touch attack and invoke his lorekeeper ability to learn more about its strengths and weaknesses.
- Kanor sees material goods only as the means to an end—namely the acquisition of further knowledge and ancient lore. He eschews most technologies, however, valuing only the knowledge of how they work rather than relying on them to gain an advantage over others.

"I've talked with men who lost parts of themselves. Some were old warriors, retired not of their own weariness, but the sharpness of an enemy's blade. Others were thieves, who had a hand so quick, the only way to keep it from stealing was to cut it off. They spoke of their limbs carrying on as a ghost haunting the house where someone died. It gives them pain, sensations of hot and cold, and sometimes a terrible itch they can never scratch. They often reach with something that's no longer there. Yet, it is there, in its own way. This is how we know the spirit lingers on. Yet, those wary of the jungle and my brother's disappearance say to forget him. He's gone, taken, no longer there. Yet I can still sense Kakuru, and I know he exists, even if he's no longer in a place where I can see him."

—*hopeful optimism from the twin psychic,*
Kato Njalembe



KATO NJALEMBE

Human mercenary **mystic** (phrenic adept) 1

LG Medium humanoid (human)

Init +0; **Perception** +8

DEFENSE

SP 8 **HP** 10 **RP** 4

EAC 10; **KAC** 11

Fort +1; **Ref** +2; **Will** +5; +2 on Will saves vs. innate spell-like abilities

OFFENSE

Speed 30 ft.

Melee survival knife +0 (1d4 S; analog, operative)

Ranged azimuth laser pistol +0 (1d4 F; critical burn 1d4)

Spell-Like Abilities (CL 1st)

At will—*mindlink* (once per individual each day)

Mystic Spells Known (CL 1st)

1st (3/day)—*lesser confusion*, *detect radiation*, *fear*, *mind thrust*

o (at will)—*detect magic*, *psychokinetic hand*, *stabilize*, *telepathic message*

Connection empathy

STATISTICS

Str 10 (+0); **Dex** 11 (+0); **Con** 12 (+1); **Int** 12 (+1); **Wis** 16 (+3); **Cha** 12 (+1)

Skills Athletics +4, Bluff +5, Culture +5, Diplomacy +5, Intimidate +5, Mysticism +9, Perception +8, Sense Motive +8; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Feats Lightning Reflexes, Toughness

Languages Celestial, Common, Elven

Other Abilities empathy, theme knowledge (mercenary)

Gear flight suit stationwear, azimuth laser pistol with 1 battery (20 charges), survival knife, basic medkit, industrial backpack, mobile hotelier tent, credstick (275 credits)

SPECIAL ABILITIES

Focused Mind (Ex) Kato's childhood was dominated by lessons in mental fortitude which encouraged his ability to block out distractions and focus on the immediate task at hand. Now with his newly discovered psychic abilities, those lessons have helped him gain a +2 trait bonus on Mysticism checks.

Resilient Peculiarity (Ex) Caught in an influx of energy through the bond he shared with his twin brother, Kakuru, Kato's mind has become permanently altered, making him particularly resilient to certain spell-like abilities. Against innate spell-like abilities, he receives a +2 trait bonus on Will saving throws.

KATO NJALEMBE

Human mercenary **mystic** (phrenic adept) 2

LG Medium humanoid (human)

Init +0; **Perception** +9

DEFENSE

SP 16 **HP** 16 **RP** 4

EAC 10; **KAC** 11

Fort +1; **Ref** +2; **Will** +6; +2 on Will saves vs. innate spell-like abilities

OFFENSE

Speed 30 ft.

Melee survival knife +1 (1d4 S; analog, operative) or *lesser shadowstaff* +1 (1d4 B; block)

Ranged azimuth laser pistol +1 (1d4 F; critical burn 1d4) or *lesser shadowstaff* +1 (1d4 C)

Spell-Like Abilities (CL 2nd)

At will—*mindlink* (once per individual each day)

3/day—*telekinetic projectile*

Mystic Spells Known (CL 2nd)

1st (3/day)—*lesser confusion*, *detect radiation*, *fear*, *mind thrust*

o (at will)—*detect magic*, *psychokinetic hand*, *stabilize*, *telepathic message*

Connection empathy

STATISTICS

Str 10 (+0); **Dex** 11 (+0); **Con** 12 (+1); **Int** 12 (+1); **Wis** 16 (+3); **Cha** 12 (+1)

Skills Athletics +5, Bluff +6, Culture +6, Diplomacy +6, Intimidate +6, Mysticism +10, Perception +9, Sense Motive +9; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

Feats Lightning Reflexes, Minor Psychic Power, Toughness

Languages Celestial, Common, Elven, Ignan (telepathy only), Gnome (telepathy only); limited telepathy 60 ft.

Other Abilities empathy, phrenic awakening, theme knowledge (mercenary)

Gear flight suit stationwear, azimuth laser pistol with 1 battery (20 charges), *lesser shadowstaff* with 1 clip (40 charges), survival knife, basic medkit, industrial backpack, mobile hotelier tent, credstick (730 credits)

SPECIAL ABILITIES

Focused Mind (Ex) Kato's childhood was dominated by lessons in mental fortitude which encouraged his ability to block out distractions and focus on the immediate task at hand. Now with his newly discovered psychic abilities, those lessons have helped him gain a +2 trait bonus on Mysticism checks.

Resilient Peculiarity (Ex) Caught in an influx of energy through the bond he shared with his twin brother, Kakuru, Kato's mind has become permanently altered, making him particularly resilient to certain spell-like abilities. Against innate spell-like abilities, he receives a +2 trait bonus on Will saving throws.

Background: Born just 32 minutes after his brother Kakuru, Kato Njalembe (KAH-toh jah-LEM-bay), has always sworn they took their first breaths together—perhaps as a reflection of their conjoined minds. The privileged sons of a wealthy merchant, Kato and Kakuru were the pride of Mgemke, a small trading city on the edge of the jungle. Although twins, the two had very different interests. Kakuru excelled at hunting, weapons, and athletics, while Kato proved more intellectual, favoring the law, trade, and innovation.

Everyone in Mgemke assumed the two brothers would go their separate ways in adulthood with Kakuru joining the Mgemke militia, and Kato accepting an appointment as his

mother's diplomatic aide. Yet, refusing to be parted, the twins formed a mercenary company upon reaching adulthood, with Kakuru leading trustworthy warriors and scouts from the city's youth, while Kato ran the company's headquarters, negotiated contracts, and researched current events and ancient lore for foreign explorers who hired them as guides, advisors, and caravan guards.

The brothers' joint venture proved a great success. Kakuru's reputation and glory swelled, as did the company's coffers, until a strange elven woman hired them to take her to a particular ruin deep in the jungle. Kato's research only gave its location and vague horror stories of monsters descending from the night sky to build it. Kakuru and his men left in good order, but as soon as they left, Kato felt a strange, growing sense of dread and unease. It continued to swell until a terrifying vision gripped Kato in the middle of the night, filled with the screams of dying men, brilliant lights in indescribable colors wrapped around the ancient ruin from his research, and, worst of all, Kakuru's cries of terror and pain. Kato also heard the voice of their elven client, overtaken by an alien presence buzzing in his mind. Her words still haunt him. "No, not you... but your brother...*he's* the one we need."

When Kato awoke, he found himself crumpled against the wall of his home facing the same direction Kakuru had marched. Thereafter, Kato spent their remaining fortune outfitting a small army of warriors to personally lead him to the ruin. While they found Kakuru's camp, his men and their strange client were gone. And the ruins themselves betrayed no secrets, just a set of standing stones in a lopsided circle.

Physical Description: At the age of 20, Kato is dark-skinned with close-cut, curly black hair and dark brown eyes. He stands 5 feet, 10 inches tall and weighs 165 lbs. With a rangy build, he prefers loose, flowing clothes that help with the heat of his native homeland. His tunic and conical, unbrimmed hat are decorated with brightly colored beads in geometric patterns, and he keeps a stout walking staff ready at hand. A beaded belt holds his dagger and collection of leather pouches. He generally prefers his traditional apparel but adopted a thick set of leather boots bought from a foreign trader which he always wears when venturing beyond the comforts of his home.

Personality: Kato is well known for his duality: his booming laughter is often the loudest on feast days, yet otherwise he rarely speaks of anything other than business. Although most people consider Kato more level-headed than his twin brother, Kakuru, he equally participated in their youthful pranks when they were younger, often encouraging Kakuru to act on some mischievous scheme. Since coming of age, Kato has never shown any fear in taking risks if he thought the potential payoff would be worthwhile—especially since his optimism often proves correct. Kato enjoys hard work and hard play but insists on keeping the two separated. Any

lack of seriousness in important matters frustrates him. His strong moral code typically eschews outright charity in favor of helping others help themselves, so everyone can enjoy the fruits of their own labor.

ADVANCEMENT

As he grows more experienced, Kato always advances as a mystic, acquiring more ranks in Bluff, Diplomacy, Culture, Mysticism, Perception, and Sense Motive. Upon reaching 3rd level, Kato gains greater mindlink as a new class ability. He also selects Spell Focus as a new feat and adds *command* and *grave words* to his known spells. At 4th level, Kato gains the phrenic defense class ability, and adds *mind link*, *hurl forcedisk*, and *zone of truth* to his known spells. At 5th level, Kato increases his Dexterity, Intelligence, Wisdom, and Charisma by 1 point. He chooses Combat Casting as his new feat and adds *daze monster* to his known spells.

ROLEPLAYING IDEAS

- Despite their disparate aptitudes, Kato and Kakuru proved inseparable as children, and in one respect they were exactly as twins are often depicted—always seeming to know what the other was thinking and finishing each other's sentences. Even without Kakuru around, Kato often makes inside-jokes and references to stories of their interactions with friends and relatives in Mgemke. His ability to establish bonds quickly and deeply with those he meets only grows since the disappearance of his twin.
- Kato is friendly and jovial, although he becomes gravely serious when business is at hand—skills which have greatly helped him during negotiations. This impacts his behavior in a given situation so much that people sometimes thinks he has two personalities.
- Kato rarely turns down an opportunity to make money as it appeals to his mercantile background. He regularly offers free business advice, doing so in a friendly enough manner that business owners often follow his suggestions and feel they owe him a favor out of their newfound profits.
- Since the night Kakuru vanished, Kato's mental abilities have significantly expanded, and he believes it's related to whatever Kakuru experienced in the jungle ruins. Regardless, Kato feverishly works to develop his newfound abilities, hoping it'll help him learn something—anything—about his brother's fate and the strange entity behind it.
- Any hint of what may have happened to Kakuru drives Kato to seek more answers. He postpones or drops any other business at hand, even willing to undertake distant journeys with scant notice if it will uncover his brother's fate.

“Look at this crafty thing! Quite a beauty, isn’t it? What’s this bit here? And I wonder what that’s made of? And this, over there, doing that twisty thing. I don’t know what it is, but I think I know what it does! All you have to do is—wait, no! Not that! Oooh, it didn’t like that much at all, did it? Okay. Let’s try this, then. There. Yeah. It likes that better. Always brings a tear to my eye to figure out a gadget I’ve never seen before. And when you get to working with it, unraveling its mysteries, and—wait one tickin’ heartbeat! That clockwork’s counting *down*! And this here’s all *explosive*! We’re doomed! We’re—oh! I guess that’s how you stop it. I...uh...guess we’re *not* doomed then. HmMMM. Interesting. Say...what’s *this* bit do?”

——*the obsessive zeal of dwarven alchemist, teamster, and engineer, Omik Jetruk*



OMIK “THE CLEVER” JETRUK

Dwarf outlaw **technomancer** 1

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; **Perception** +1 (+2 to notice unusual stonework)

DEFENSE

SP 6 **HP** 11 **RP** 3

EAC 14; **KAC** 15

Fort +1; **Ref** +3; **Will** +3; +2 against poisons, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee survival knife +3 (1d4 S; analog, operative)

Ranged azimuth laser pistol +3 (1d4 F; critical burn 1d4) or frag grenade I +0 (explode [15 ft., 1d6 P, DC 13]) or shock grenade I +0 (explode [15 ft., 1d8 E, DC 13])

Technomancer Spells Known (CL 1st)

1st (3/day)—*detect tech, jolting surge, life bubble*

o (at will)—*detect magic, mending, token spell, transfer charge*

STATISTICS

Str 10 (+0); **Dex** 16 (+3); **Con** 13 (+1); **Int** 14 (+2); **Wis** 12 (+1); **Cha** 8 (-1)

Skills Computers +6, Engineering +6, Mysticism +5, Perception +1 (+2 to notice unusual stonework), Physical Science +6, Sleight Of Hand +7, Stealth +7

Feats Grande Proficiency

Languages Common, Draconic, Dwarven, Terran

Other Abilities slow but steady, spell cache (ring), stonecunning, traditional enemies, weapon familiarity

Other Gear second skin, azimuth laser pistol with 1 battery (20 charges), survival knife, frag grenades I (3), shock grenade I, engineering tool kit, flashlight, formal clothing, industrial backpack, personal comm unit, credstick (17 credits)

SPECIAL ABILITIES

Goldsniffer (Ex) Omik’s keen dwarven senses lead him to hidden treasures. He gains a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

Smuggler: Omik made a name for himself as a smuggler on his home planet. Whether transporting alcohol, rare crystals, weapons, or more insidious things, he excelled at hiding objects from those searching for contraband. As such, he’s learned a number of tricks related to body positioning, loose clothing, and misdirection which aid him in hiding these goods. Sleight of Hand is a class skill for Omik. In addition, at the beginning of each day, he can select one small object in his possession. He gains a +5 insight bonus on Sleight of Hand checks to hide that object until he chooses another object to hide instead.

OMIK “THE CLEVER” JETRUK

Dwarf outlaw **soldier 1/technomancer** 1

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; **Perception** +2 (+2 to notice unusual stonework)

DEFENSE

SP 14 **HP** 18 **RP** 3

EAC 15; **KAC** 16

Fort +3; **Ref** +3; **Will** +5; +2 against poisons, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee survival knife +4 (1d4 S; analog, operative)

Ranged azimuth laser rifle +5 (1d8 F; critical burn 1d6) or flash grenade I +1 (explode [5 ft., blinded 1d4 rounds, DC 13]) or frag grenade I +1 (explode [15 ft., 1d6 P, DC 13]) or shock grenade I +1 (explode [15 ft., 1d8 E, DC 13])

Offensive Abilities primary fighting style (bombard), grenade expert (5 ft.)

Technomancer Spells Known (CL 1st)

1st (3/day)—*detect tech, jolting surge, life bubble*

o (at will)—*detect magic, mending, token spell, transfer charge*

STATISTICS

Str 10 (+0); **Dex** 16 (+3); **Con** 13 (+1); **Int** 14 (+2); **Wis** 12 (+1); **Cha** 8 (-1)

Skills Acrobatics +7, Computers +6, Engineering +8, Medicine +6, Mysticism +5, Perception +2 (+2 to notice unusual stonework), Physical Science +6, Piloting +7, Sense Motive +2, Sleight Of Hand +7, Stealth +7

Feats Weapon Focus (longarms)

Languages Common, Draconic, Dwarven, Terran

Other Abilities slow but steady, spell cache (ring), stonecunning, traditional enemies, weapon familiarity

Other Gear freebooter armor I, azimuth laser rifle with 1 battery (20 charges), survival knife, flash grenade I, frag grenade I, shock grenade I, engineering tool kit, flashlight, formal clothing, industrial backpack, personal comm unit, credstick (355 credits)

SPECIAL ABILITIES

Goldsniffer (Ex) Omik’s keen dwarven senses lead him to hidden treasures. He gains a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

Smuggler: Omik made a name for himself as a smuggler on his home planet. Whether transporting alcohol, rare crystals, weapons, or more insidious things, he excelled at hiding objects from those searching for contraband. As such, he’s learned a number of tricks related to body positioning, loose clothing, and misdirection which aid him in hiding these goods. Sleight of Hand is a class skill for Omik. In addition, at the beginning of each day, he can select one small object in his possession. He gains a +5 insight bonus on Sleight of Hand checks to hide that object until he chooses another object to hide instead.

Background: Omik Jetruk (OH-meek JEHT-ruhk) earned his nickname “the Clever” at the orphanage where he grew up after being discovered among a mysterious wreck miles inland. Never knowing his true clan name, he was raised among those whose kin had died in wars or plagues. The sisters of the orphanage soon found his keen mind had a knack for trouble as he dismantled and reassembled everything from the front door locks to the fireplace spit. To occupy him—and hopefully wear out his boundless energy—they sent him to work among the teamsters in the city warehouses.

Omik soon found his place among the workers, keeping up with the best of them and eagerly taking on new responsibilities. He learned to drive and ride and embraced the surly code of the roustabouts. Although their tenets seem inconsistent to outside observers, Omik dutifully supports his teammates against any trouble, even those they cause themselves. In fact, his hatred of orcs and goblins helped defend a number of caravans and teamsters from would-be raiders, as he somehow always knows where to look for potential ambushes.

With his proven nerve, Omik signed on for several jobs driving carts and wagons along dangerous mountain trails where any attack or avalanche may quickly turn into a chase flirting with death along the cliffside. During his work, Omik applies his mind and engineering acumen whenever possible. Many warehouse masters have called on him to install pulley-rigs or repair broken wheels. He also likes to look through any goods hauled for his clients, fiddling with contraptions that catch his interest, some of which he freely admits to “borrowing,” though he swears he’s never stolen a thing in his life.

Physical Description: Omik is somewhat slender for a dwarf, standing 4 feet, 2 inches tall but weighing just 155 lbs. At 65 years old, he still proudly wears the badges of his youthful misadventures, including a handful of acid scars that nicked parts of his face and burned away some of his beard. He keeps the latter intentionally short while boldly braiding the edges with shiny clasps, ribbons and jewelry. He’s rarely seen without a pipe or cigar between his teeth and he’s never separated from his bandolier of ammunition and trusty musket, “Ole’ Bess.” Omik typically dresses in bright colors and expensive, tailored clothing worn beneath his armored leather cuirass. While he’s unconcerned with drawing attention to himself, he enjoys the envious looks of others and believes he’s more than capable of defending himself against would-be robbers. In fact, he dares them to try.

Personality: Omik has no qualms about his own self-worth and gladly shares his expertise, whether the benefactor of his gifts wants them or not. While many would call him stubborn and arrogant, few would question his dedication to his fellow teamsters on whatever wagon he drives. Omik also studies alchemy and gunsmithing with an all-consuming

drive. Paired with his given trade—and dwarven fascination with stonework, metalwork, and engineering—he’s eager to share each new discovery with those around him. While not exactly keen to start a fight, he never shies from one to side with his companions. And, in battle, Omik firmly believes in the theory of overkill, using his considerable arsenal to shock and awe his enemies.

ADVANCEMENT

As Omik advances in experience, he alternates between adding levels in soldier and technomancer. He always increases his skill ranks in Mysticism, Engineering, and Piloting. At 3rd level, he advances again as a technomancer, choosing the fabricate tech magic hack. He also selects Opening Volley as a new feat and prepares *energy ray* and *Identify* as his new spells. At 4th level, he increases his skills in the soldier class, selecting Far Shot as a new feat. At 5th level, he advances again as a technomancer, gaining weapon specialization, and choosing *transfer charge* and *jolting surge* as his new spells.

ROLEPLAYING IDEAS

- Omik regularly snoops through everyone’s possessions, not to steal, but out of genuine curiosity for the kind of equipment others value and carry with them. However, when he finds a device he’s never seen before, he almost always wants to tear it apart to see how it works.
- The wild tales of treasure hunters that teamsters tell have always caught Omik’s ear. While he doesn’t accept the exaggerated accounts as true, he does trust that there’s a lot of lost money to be found if he keeps his eyes open and his nose pointed in the right direction.
- If the topic of goblins and orcs ever arises, Omik has a great deal of negative things to say about them and prattles on with increasing crassness until concluding the whole lot of them should be wiped out. He proves greatly uncomfortable in the presence of some races, and resents ever being dependent on outsiders for anything.
- Omik has a special preoccupation with firearms and explosives, often salivating with excitement when he examines a particularly powerful weapon. His unique, masterwork rifle is a cherished design of his own making, and he proudly wields it like a skilled marksman.
- Omik’s origins remain a mystery even to him. Some say the wreck where the other dwarves found him was actually some sort of airship, but there’s no explanation of its appearance or manufacture.

"See this grenade I'm holding onto? Yes, I *could* pull the pin, incinerate my arm, possibly kill myself, and most certainly hurt all of you in the process. How about I don't do that; how about we talk. I know, I can be a bit intimidating, and maybe we got off on the wrong foot. You still seem worried. Is it because you're wondering if I pull this pin if I'll still be alive and you'll all be dead? See, now you're using your brain. How about we start talking now and not find out that answer to that little life mystery..."

—recorded "negotiation tactics" of Radokeshi



RADOKESHI

Female vesk spacefarer envoy 1

CN Medium humanoid (vesk)

Init +5; **Senses** low-light vision; **Perception** +4

DEFENSE SP 7, HP 12, RP 4

EAC 12; **KAC** 13

Fort +1, **Ref** +2, **Will** +3; +2 vs. fear

OFFENSE

Spd 30 ft.

Melee unarmed strike +1 (1d3+1 B)

Ranged pulsecaster pistol +1 (1d4 E nonlethal) or

frag grenade I +1 (1d6 P explode [15 ft., 1d6 P, DC 11]) or

shock grenade I +1 (1d8 E explode [15 ft., 1d8 E, DC 11])

Offensive Abilities natural weapons

STATISTICS

Str 12 (+1), **Dex** 12 (+1), **Con** 13 (+1), **Int** 10 (+0), **Wis** 10 (+0),

Cha 16 (+3)

Base Atk +0

Skills Bluff +7, Diplomacy +7, Disguise +3, Intimidate +7, Medicine +4, Perception +4, Physical Science +4, Piloting +1, Sense Motive +4; Reduce the DC of Physical Science checks by 5 when recalling knowledge about new worlds or features of space.

Feats Improved Initiative

Languages Common, Halfling, Vesk, Ysoki

Other Abilities armor savant, envoy improvisations (dispiriting taunt), expertise (1d6), skill expertise (intimidate)

Gear *mk 1 serum of healing* (2), *estex suit I*, pulsecaster pistol (20 charges), frag grenade I, shock grenade I, battery (20 charges), personal comm unit, 8 credits

Background: Radokeshi (RA-doh-kesh-e) is a vesk (sometimes called lizardfolk or reptilian) who's never visited her distant homeland. Her family came to Star Station in hopes of starting a new life as merchants. One fateful day, Radokeshi's parents ran afoul of local street gangsters while negotiating protection pricing for their simple food stand. The tense standoff ended with pistols drawn and two dead vesk in Star Station's back alleys. Identifying bodies was the last time a teenage Radokeshi saw her parents.

Since then, Radokeshi learned the importance of skillful negotiation. She's gone on to learn the intricacies of diplomacy and—only when necessary—social subterfuge. These skills have done Radokeshi well, in spite (or perhaps because) of the preconception that all vesk are violent brutes incapable of negotiation. Radokeshi's employed her skills to rise the social ladder of Star Station, though she's always kept her distance from deals involving the station's notorious criminal gangs. She's maintained strong connections with the station's tightknit halfling community, often acting as a negotiator for the diminutive folk. Her most recent missions have even taken her beyond the cold metal interior of Star Station and into the vastness of space, where she operates as an on again off again stellar diplomat.

Note: Radokeshi makes for a strong ally to PCs who actively work against criminal interests, while also acting as a foil for more “nefarious and underhanded” PCs. Be aware that any members of the party with strong connections to gangs, especially the street gangs of Star Station, might need to watch their words around Radokeshi!

Physical Description: Just entering her twenties, Radokeshi is tall—tall even for a vesk. Coming just under eight feet tall, she exudes an aura of respect because of her height and natural strength. As a female vesk, her scales have a uniquely vibrant coloration, and she has stark lines of neon green along with stretched triangular marks of bright yellow over her otherwise dark olive-green scales. Radokeshi's picked up a suit of armor with the intent to one day visit inhospitable worlds, though she has had to order minor modifications to the armor to fit her larger body size. She prefers to wear a transparent faceplate, allowing those she negotiates with to see her constantly leering smile.

Personality: Radokeshi embodies bravado, and she views every life or death encounter as another “roll of the dice.” By no means does this trait make her a fool, as Radokeshi enjoys being alive. Instead, Radokeshi takes bold moves when she believes the payoff to be worth the risk, but she isn't so foolish as to run into the thick of battle without a plan or means of escape. Outside of high-risk endeavors, she enjoys carousing the nightlife of wherever life takes her. Even in small starships, she does what she can to arrange game nights with holo-cards or vidgames to get to know her fellow crewmates. If someone comes to dislike her, Radokeshi does her best to mend those bridges, even if that path requires numerous failed attempts and awkward social encounters to complete. At her core, Radokeshi is just someone who seeks acceptance by those around her and wants to prove that just because she's a vesk doesn't mean that she's some kind of brutish thug.

ADVANCEMENT

With each new level, Radokeshi advances as an envoy. She always increases her skill ranks in her listed skills, picking up a knack for Computers or Engineering if she ever receives an Intelligence boost. At 2nd level, she selects the get 'em or inspiring boost envoy improvisation depending on the strength of her attachment to other party members. At 3rd level, she picks up the Veiled Threat feat to assist with her use of Intimidate as a social tool. At 4th level, Radokeshi takes the quick dispiriting taunt envoy improvisation or quick inspiring boost depending on the needs of her allies. She sticks with small arms as her primary weapon but always maintains an interest in grenades. Radokeshi selects Grenade Proficiency at 5th level. At later levels, she prefers to take improvisations that fit in with the team dynamic, either improving her allies combat capabilities or directly healing her allies based on the party's access to healing. She uses her later feats to improve her out-of-combat capabilities, especially with respect to skills, looking at options like Diversion, Fast Talk, Skill Focus, and Skill Synergy to round out her abilities.

ROLEPLAYING IDEAS

- As a bit of a braggart, Radokeshi is an excellent opportunity to play a character that takes charge in awkward situations. It's completely in-character for Radokeshi to make brazen or seemingly foolish statements in the middle of a tense negotiation or standoff. Working these dramatic social antics into skill checks can showcase Radokeshi's proficiency at talking her way out of tense situations while seemingly making statements or taking actions that would cause a situation to escalate!
- Radokeshi's dislike of street gangs makes her an excellent guide or shepherd to characters arriving at Star Station for the first time. Her Culture skill can represent her knowledge on the various downside gangs and would-be kings of Star Station's lower levels. An excellent introduction for Radokeshi is to include her as part of a street war, where she acts as a neutral party looking to help the PCs and any civilians caught in the middle.
- As a spacefarer with a keen sense of wanderlust, Radokeshi looks to leave Star Station and see the greater universe. While her knowledge of street gangs and local events makes her relevant for adventures on the station, her greater knowledge of the universe makes it easy for her to hop on a starship and start exploring the cosmos!
- Radokeshi's spent years honing her skills as a negotiator, but she has yet to settle on a true profession. If presented with a potential career, such as with an explorer's league or formal society, she could easily be swayed into joining. Radokeshi seeks to be part of a family unit, and prefers smaller parties, but recognizes the importance of working with larger organizations. Certainly, she knows the downsides of being taken advantage of—making her immediately suspicious of any offers that come from any organization she equates as a gang or criminal enterprise.

“While some people move around to escape who they are, I’m forever denied that freedom. I can’t hide from that which thrashes against the confines of my very bones and sinews—my blood, my magic, my rage. I vividly remember my last moments of freedom, as I ran among the trees, slipping through the shadows to avoid the wavering lights of those damned snatchers. I was just a kid—and *they* were the monsters. They turned me over to the doctors, who...did what they did. I wouldn’t call it torture. Torture is meant to hurt or to maim. But, no. This was their witless pain-giving as they tried to understand what I was. My hate of them gave me strength, but so did my blood. It drives me to this day, pushing me to ensure those beasts never harm anyone again. And for that, I’ll be the monster now.”

—*the tortured self-reflection of the dragon-blooded warrior, Rhydis Kolmainus*



RHYDIS KOLMAINSUS

Human spacefarer **soldier** 1

CG Medium humanoid (human)

Init +9; **Senses** low-light vision; **Perception** +0

DEFENSE

SP 9 **HP** 11 **RP** 5

EAC 13; **KAC** 16

Fort +3; **Ref** +1; **Will** +2

OFFENSE

Speed 25 ft.

Melee longsword +5 (1d8+4 S; analog) or
tactical starknife +5 (1d4+4 P; analog, thrown [20 ft.])

Ranged tactical semi-auto pistol +2 (1d6 P; analog)

Offensive Abilities primary fighting style (blitz), rapid response

STATISTICS

Str 18 (+4); **Dex** 12 (+1); **Con** 12 (+1); **Int** 10 (+0); **Wis** 10 (+0);
Cha 11 (+0)

Skills Acrobatics +5, Athletics +8, Intimidate +4, Medicine +4,
Piloting +5

Feats Improved Initiative, Toughness

Languages Common, Draconic

Other Abilities theme knowledge (spacefarer)

Gear golemforged plating I, longsword, tactical semi-auto
pistol with 9 small arms rounds, tactical starknife, credstick (5
credits); **Augmentations** Jagladine Experiment #14073

SPECIAL ABILITIES

Blood of Dragons (Ex) Long ago, the blood of Rhydis' ancestors
mixed with that of a lunar dragon. As a result, he gains low-
light vision as a racial trait.

Jagladine Experiment #14073: Long ago, the insidious alien
bioengineers known as jagladine abducted Rhydis and
kept him around for routine experimentation, lacing an
alien script for the number "14073" into the flesh of his
shoulder. Most of his captivity was a blur to him, with long
periods of nightmares interspersed with brief moments of
lucidity. The experiments Rhydis endured were designed to
enhance the agility of his body, possibly in ways to pass on to
klaven thralls they intended to craft from his offspring. The
experiments did not go entirely as planned, however. While
Rhydis now possesses more agility, it lasts only for a limited
duration. A number of times per day equal to 1 + Rhydis'
Constitution bonus (minimum 2), he can increase his move
speed by 5 feet for 1 round. This is a swift action.

RHYDIS KOLMAINSUS

Human spacefarer **soldier** 2

CG Medium humanoid (human)

Init +9; **Senses** low-light vision; **Perception** +0

DEFENSE

SP 18 **HP** 18 **RP** 5

EAC 14; **KAC** 17

Fort +4; **Ref** +1; **Will** +3

OFFENSE

Speed 35 ft.

Melee longsword +6 (1d8+4 S; analog) or
tactical starknife +6 (1d4+4 P; analog, thrown [20 ft.])

Ranged flame pistol +3 (1d4 F; critical burn 1d4; 20 ft. line,
unwieldy)

Offensive Abilities primary fighting style (blitz), rapid response,
wyrmling dragon gland (15 ft. cone, 3d6 F, DC 12)

STATISTICS

Str 18 (+4); **Dex** 12 (+1); **Con** 12 (+1); **Int** 10 (+0); **Wis** 10 (+0);
Cha 11 (+0)

Skills Acrobatics +6, Athletics +9, Intimidate +5, Medicine +5,
Piloting +6

Feats Diehard, Improved Initiative, Toughness

Languages Common, Draconic

Other Abilities theme knowledge (spacefarer)

Gear basic iridishell, flame pistol with 1 standard petrol tank (20
charges), longsword, tactical starknife, personal comm unit,
credstick (753 credits); **Augmentations** Jagladine Experiment
#14073, wyrmling dragon gland

SPECIAL ABILITIES

Blood of Dragons (Ex) Long ago, the blood of Rhydis' ancestors
mixed with that of a lunar dragon. As a result, he gains low-
light vision as a racial trait.

Jagladine Experiment #14073: Long ago, the insidious alien
bioengineers known as jagladine abducted Rhydis and
kept him around for routine experimentation, lacing an
alien script for the number "14073" into the flesh of his
shoulder. Most of his captivity was a blur to him, with long
periods of nightmares interspersed with brief moments of
lucidity. The experiments Rhydis endured were designed to
enhance the agility of his body, possibly in ways to pass on to
klaven thralls they intended to craft from his offspring. The
experiments did not go entirely as planned, however. While
Rhydis now possesses more agility, it lasts only for a limited
duration. A number of times per day equal to 1 + Rhydis'
Constitution bonus (minimum 2), he can increase his move
speed by 5 feet for 1 round. This is a swift action.

Background: Rhydis Kolmainsus (RY-diss KOHL-mayn-zuss) began life as the happy-go-lucky, younger son of a prominent minister. Family lore always hinted that they had dragon-blood flowing through their veins, but Rhydis only took it as a myth. In truth, one of his ancestors saw a great star fall from the sky and hurried into the night to investigate. The victim of the crash proved to be a lunar dragon, injured from a great battle beyond the stars. Though his forefather's magic was insufficient to save the dragon, the man provided what comfort he could, and it rewarded him by sharing a blood ritual with its dying breath.

In Rhydis' rebellious youth, he championed a great many pranks against authority, including his overly stern father. At the age of fifteen, his family sent him to a military training school to have respect and discipline beaten into him, but the institute had the opposite effect as Rhydis refused nonsensical orders from his commanders and defended anyone he felt was unjustly punished. Facing an inevitable dishonorable discharge, Rhydis left school rather than let them make a fool of him during an expulsion ceremony before his parents. Instead, he took to living in the nearby wilds, routinely raiding the school for supplies and becoming a legend among his fellow students, as well as a constant thorn in the sides of his former teachers.

Rhydis' innate dragon blood gave him an edge in the wilderness, yet it also proved his undoing, as it unexpectedly drew the attention of a scouting patrol of klaven warriors sent by the jagladine to assess his world for assimilation. The klaven captured him as a curiosity and turned him over to their jagladine masters who inflicted radical experiments on him over the next four years. The experiments enhanced his developing mind and body, making his dragon-blood more potent and prominent. Regardless, he often fought back against his jailors, bruising himself against their restraints, striking any guards who came within reach of his newly-grown claws, and finally escaping when the klaven compound unexpectedly came under attack by opportunistic raiders. Since that time, Rhydis has nurtured a special rage for his captors, seeking a day when he can enact fearsome retribution against the jagladine.

Physical Description: Just 19 years old, Rhydis has unusually fair skin and gray eyes, both traits passed down by his lunar dragon ancestry. He stands an impressive 6 feet, 2 inches tall, and weighs 195 lbs. The jagladine shaved away his once wild hair, beard, and eyebrows, and they've never grown back. His physique is powerful and lean, corded with muscle. Combined with his superior reflexes, this often invokes the image of a feral predator. His eyes have a luminous, reflective quality under the direct light of the pale moon, and numerous scars mar his skin. An alien, jagladine script in the form of a dark tattoo is plainly visible on his left shoulder. In addition, a series of blue runes have started appearing on his chest, directly over his heart. The latter seem to expand in complexity and size as he advances in ability, unfurling like a waking dragon.

Personality: A visceral anger towards slavers and jailors simmers deep inside Rhydis, as he abhors those who inflict harm upon the weak. He wears an intimidating scowl on his bony face, and his penetrating glare can often end conversations in an entire room when he's visibly angry. Still rebellious and sometimes callous, foul language can punctuate Rhydis's few words, yet they always seem to carry a promise of retribution against harmful leaders or adversaries. He cares little for confined quarters, hierarchies, and overly complicated plans of action. Instead, Rhydis enjoys the peace of the natural world and the hectic chaos of battle. The subtle beauty of dew on a flower may captivate him—as he holds a quiet curiosity for the strange and the new—yet his fury carries him through any conflict like a white-hot lance.

ADVANCEMENT

Rhydis advances as a soldier with each new level, always increasing his skill ranks in Intimidate, Perception, and Survival. At 3rd level, he gains the weapon specialization class ability and selects melee striker as his gear boost and selects Cleave as a new feat. At 4th level, Rhydis selects Mobility as a new feat. At 5th level, Rhydis gains the charge attack class ability and the Enhanced feat, giving him damage reduction.

ROLEPLAYING IDEAS

- If witness to any kind of bullying, Rhydis inevitably seethes with anger and grinds his teeth. He leaps to oppose such offenders if they seem weaker than himself, even allowing his fury to take control if seriously wounded in the fray. More powerful opponents give him pause, but Rhydis still takes note and always returns to strike from the shadows to defend the innocent.
- Rhydis partially resents the jagladine for hastening his draconic bloodline, but he also enjoys the advantages it gives him. With his newfound abilities, his childhood fascination with dragons is renewed, and he's often intrigued by draconic themes in art, storytelling, and history.
- The continuing changes in Rhydis' body make him nervous, yet part of that tempest of emotions still includes an excitement for what he will eventually become. As such, he willingly seeks out those with knowledge of dragons and their interstellar kin, eager to learn more about his lunar dragon heritage.
- While much of his sleep is still fraught with nightmares recalling his time in the jagladine laboratories with bright lights and the sounds of whirring drills, Rhydis also has a recurring dream of flying among the clouds. Once he unlocks the true potential of his bloodline, he will finally find peace—liberated as if a heavy anchor is lifted from his soul.



“You know the funny thing about life? It’s all there is. Death is the end, and we’re all doing our best to keep things going for as long as we can. Not all of us, of course, since there are some who get to lie back in luxury and watch life pass them by. The rest of us have to work for it. Survival of the fittest. You know what I do to keep my life going? I end it. Not for me, but for others. Sure, the gladiator bouts aren’t always to the death, but wounding others and breaking things are how I clothe myself and polish my gears. What kind of life is that? I guess it’s mine. Everyone does what they’re best at, and I’m best at making sure I stay standing longer than the other guy.”

—*the philosophical underpinnings of the auttaine gladiator and gunslinger, Spinser Zayne*

SPINER ZAYNE

Auttaine mercenary **soldier** 1

LN Medium humanoid (half construct, human)

Init +1; **Senses** low-light vision **Perception** +0

DEFENSE

SP 12 **HP** 11 **RP** 4

EAC 13; **KAC** 15

Fort +4; **Ref** +1; **Will** +2

OFFENSE

Speed 25 ft.

Melee longsword +4 (1d8+3 S; analog)

Ranged frag grenade I +4 (explode [15 ft., 1d6 P, DC 11]) or shock grenade I +4 (explode [15 ft., 1d8 E, DC 11])

Offensive Abilities primary fighting style (hit-and-run)

STATISTICS

Str 16 (+3); **Dex** 12 (+1); **Con** 14 (+2); **Int** 10 (+0); **Wis** 11 (+0); **Cha** 10 (+0)

Skills Acrobatics +5, Athletics +7, Intimidate +4, Survival +5

Feats Opening Volley, Toughness

Languages Common, Terran

Other Abilities build points (hidden storage compartment, natural armor, low-light vision, sprinter), far flung gladiator, sprinter, theme knowledge (mercenary)

Gear lashunta ringwear I, longsword, frag grenade I, shock grenade I, industrial backpack, credstick (10 credits)

SPECIAL ABILITIES

Build Points Auttaine receive a number of build points which they can use to customize the artificial components comprising their half-construct nature. Zayne has chosen to spend these points on the following customizations:

Hidden Storage Compartment: This artificial component acts as a standard hideaway limb. Access is secured with a simple combination lock (DC 20 Engineering to open).

Natural Armor: Artificial dermal plating grants a +1 racial bonus to AC when wearing no armor or light armor.

Low-light Vision

Sprinter: This component grants rapid-fire pistons in Zayne's legs, providing a +10 foot racial bonus to his movement speed when using the charge, run, or withdraw actions.

Far-flung Gladiator: You've always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. Whether you were an actual gladiator, you studied the unusual weaponry of ancient cultures, or just an extremely martial talent, the end effect is that the use of strange weaponry come more easily for you. You take only a -2 penalty when using a weapon with which you are not proficient, instead of the normal -4 penalty.

Vagabond Child (urban) (Ex) Zayne grew up among the outcasts and outlaws of auttaine society in the Shattered Zone, learning to forage and survive in an urban environment. He gains a +1 trait bonus on Survival checks, and Survival is always a class skill for him.

SPINER ZAYNE

Auttaine mercenary **soldier** 2

LN Medium humanoid (half construct, human)

Init +1; **Senses** low-light vision **Perception** +0

DEFENSE

SP 20 **HP** 18 **RP** 4

EAC 14; **KAC** 16

Fort +5; **Ref** +1; **Will** +3

OFFENSE

Speed 25 ft.

Melee longsword +6 (1d8+3 S; analog)

Ranged static arc pistol +3 (1d6 E; critical arc 2; stun) or frag grenade I +5 (explode [15 ft., 1d6 P, DC 11]) or shock grenade I +5 (explode [15 ft., 1d8 E, DC 11])

Offensive Abilities primary fighting style (hit-and-run)

STATISTICS

Str 16 (+3); **Dex** 12 (+1); **Con** 14 (+2); **Int** 10 (+0); **Wis** 11 (+0); **Cha** 10 (+0)

Skills Acrobatics +5, Athletics +7, Bluff +1, Engineering +4, Intimidate +5, Sleight Of Hand +4, Survival +5

Feats Opening Volley, Toughness, Weapon Focus (advanced melee weapons)

Languages Common, Terran

Other Abilities build points (hidden storage compartment, natural armor, low-light vision, sprinter), far flung gladiator, sprinter, theme knowledge (mercenary)

Gear hidden soldier armor, longsword, static arc pistol with 1 battery (20 charges), frag grenades I (2), shock grenade I, industrial backpack, credstick (310 credits)

SPECIAL ABILITIES

Build Points Auttaine receive a number of build points which they can use to customize the artificial components comprising their half-construct nature. Zayne has chosen to spend these points on the following customizations:

Hidden Storage Compartment: This artificial component acts as a standard hideaway limb. Access is secured with a simple combination lock (DC 20 Engineering to open).

Natural Armor: Artificial dermal plating grants a +1 racial bonus to AC when wearing no armor or light armor.

Low-light Vision

Sprinter: This component grants rapid-fire pistons in Zayne's legs, providing a +10 foot racial bonus to his movement speed when using the charge, run, or withdraw actions.

Far-flung Gladiator: You've always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. Whether you were an actual gladiator, you studied the unusual weaponry of ancient cultures, or just an extremely martial talent, the end effect is that the use of strange weaponry come more easily for you. You take only a -2 penalty when using a weapon with which you are not proficient, instead of the normal -4 penalty.

Vagabond Child (urban) (Ex) Zayne grew up among the outcasts and outlaws of auttaine society in the Shattered Zone, learning to forage and survive in an urban environment. He gains a +1 trait bonus on Survival checks, and Survival is always a class skill for him.

Background: As an auttaine, Spinser Zayne (SPIN-sear ZAIN) has advanced beyond the need for food or sleep, but survival has always haunted him. Born to a clan of smugglers, he never experienced a traditional family structure, as his cousins and parents were often gone on “business” or serving out prison sentences in faraway places because of it. Geargivers had little attention for him other than another troublesome orphan to watch over. With minimal ties to anyone, Zayne eventually left home at the young age of 17 to seek a better life for himself.

Over the years, Zayne learned to take care of himself, surviving on his own and using his quick wits and innate toughness to outlast any challenge. As a loner frequenting notorious dives, he routinely found himself the target of patrons trying to pick a fight. A life of combat was actually a welcome familiarity given his childhood wrestling for scrap components and ensuring the neighborhood bullies gave him the right-of-way. In time, Zayne made a reputation for himself winning pickup fights all across the Shattered Zone. Many merchant houses and mercenary bands occasionally recruited him for his martial talents, but he rarely felt any connection to them, always moving on when things went bad.

Eventually, Zayne’s life changed for the better when presented with a share of winnings from a friendly bartender who took bets on his fights. Inspired and encouraged by the unexpected windfall, Zayne joined the gladiator circuit, fighting for the amusement of well-paying customers, while using his continued success to upgrade his mechanical components and eventually learn gunsmithing. Even so, he’s known for a while now that gladiatorial careers prove notoriously short, and, once properly financed and outfitted, he hopes to find a new way to put his growing skills to use.

Physical Description: At 21 years of age, Zayne is broad-shouldered and barrel-chested, featuring a hidden storage compartment in his torso where he keeps his most prized possessions—as well as a few tricks for use in the arena. His left arm and both legs are metallic, an extension of his natural body as an auttaine. Standing 6 feet, 1 inch tall, he weighs nearly 220 lbs. due to the bulky pistons and casings comprising his mechanical components. Zayne keeps his hair long to give opponents a wider target than his reinforced skull. He also wears heavy clothing to keep his joints hidden from prying eyes, including a signature long coat to keep his powder dry and guard against the elements.

Personality: Though Zayne often comes across as emotionless to the point of ruthlessness by those he meets, he’s actually quite generous and quick to protect the few allies of his inner circle. Zayne maintains a comfortable distance even with these rare friends, however, never fully trusting anyone and only asking for favors under dire circumstances. He has a deep respect for death, however, regularly attending the funerals of fallen comrades or even opponents from the ring. He’s exceptionally cautious about his own death and ensures he never enters a situation without an exit strategy or escape route—a precaution others have come to appreciate.

ADVANCEMENT

With each new level, Zayne advances as a soldier. Whenever possible, he increases his skill ranks in Engineering, Intimidate, and Perception. At 3rd level, he gains weapon specialization in all his class weapons. He also gains the armored advantage gear boost, improving his KAC with a +1 bonus while wearing armor. His feat at this level is Versatile Focus, extending the bonus from Weapons Focus to all weapons he is proficient in. At 4th level, he acquires the Deadly Aim feat allowing him to sacrifice accuracy for extra damage with any of his weapons. At 5th level, Zayne advances his Strength, Dexterity, Constitution, and Wisdom. He also gains the Extra Resolve feat.

ROLEPLAYING IDEAS

- Zayne always proves eager to make a sizeable fortune so he can retire from fighting, which ironically prompts him to take on ever more dangerous challenges to secure greater winnings. Even while adventuring, he struggles to pass up opportunities to increase his personal wealth by entering prize fights and similar contests. If easier sources of income become available, they certainly gain his interest, but he often feels his greatest talent lies in the ring or on a battlefield.
- Almost everyone struggles to penetrate Zayne’s ironclad exterior as he gives away little about himself. He initially views others with suspicion, especially when trading goods or favors. When someone does eventually break through his guard and earn his trust, he gladly helps whenever they ask, and opens up about his past and his hopes for the future. Although few things prompt him to talk, once he gets into telling stories, those listening have a hard time getting him to stop.
- If someone outside of Zayne’s circle dies, especially by his own hand, he often appears cold, wishing to move on from it as soon as he can. If he or a close ally is faced with an immediate death, he becomes agitated and desperate, seeking every way possible to avoid it, even if it compromises friendships or his own principles.

"The renegade ysoki, Tapper, is wanted for the following list of felonies against the worlds of the Treaty: seventy-five counts of reckless discharge of an unauthorized firearm, fifty-eight counts of injury as a result of unauthorized firearm discharge, fifty-three counts of death as a result of unauthorized firearm discharge, forty-eight counts of property destruction as a result of unauthorized firearm discharge, three counts of crossing pedestrian thoroughfares during unsanctioned timing..."

—Audio Warrant for the ysoki known as Tapper.



TAPPER

Male ysoki outlaw operative 1

LN Small humanoid (ysoki)

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE SP 7, HP 8, RP 5

EAC 14; **KAC** 14

Fort +1, **Ref** +3, **Will** +6

OFFENSE

Spd 30 ft.

Melee survival knife +4 (1d4–1 S)

Ranged manticore spike rifle +5 (1d8 P)

Offensive Abilities trick attack +d4

STATISTICS

Str 9 (–1), **Dex** 18 (+4), **Con** 12 (+1), **Int** 12 (+1), **Wis** 12 (+1),
Cha 10 (+0)

Base Atk +0

Skills Acrobatics +9, Athletics +4, Bluff +1, Culture +8,
Diplomacy +1, Disguise +5, Intimidate +1, Life Science +3,
Perception +6, Piloting +6, Sense Motive +6, Stealth +11,

Survival +11; Reduce the DC of Culture checks by 5 when
recalling knowledge about criminal underworld.

Feats Weapon Focus (Sniper Weapons)

Languages Common, Draconic, Sarcesian, Ysoki

Other Abilities cheek pouches, moxie, operative exploit (ever
vigilant), specialization (explorer)

Gear *mk 1 serum of healing*, flight suit stationwear, manticore
spike rifle, survival knife, sniper rounds (25), personal comm
unit

SPECIAL ABILITIES

Manticore Spike Rifle (Ex) A manticore spike rifle is a 1st-level,
sniper ranged weapon that deals 1d8 piercing damage. It
has a range of 60 feet and a capacity of 4 sniper rounds with
a usage of 4. It has the sniper (250 ft.) and unwieldy special
properties, is 1 bulk and it costs 650 credits.

Background: Tapper (TA-purr) is a ysoki (sometimes called ratfolk) who's traveled the entirety of the Treaty worlds and even some of those beyond. He's renowned for combining deadly marksmanship with up-close knife world. He was born on the Treaty's red planet, where he grew up in the slums of the larger cities, always taking on odd jobs to sustain his expansive nestmates. Eventually, his jobs led him into the middle of a firefight, where he picked up a long-range rifle off the body of one of the slain. He then turned the rifle on his attackers and showcased his natural talent with the oversized weapon. Soon enough, the crime lords of the red planet heard of Tapper's skills with sniper weaponry and began hiring the ysoki less for odd jobs and more for direct assassination missions.

Eventually, Tapper's reputation found itself leaked to Treaty authorities. This unfortunate event has not only led to a drying up of work for the ysoki, but also directly contributed to his fellow nestmates requesting he leave. Forced away from his home, and even the red planet that was his birthworld, Tapper now travels across the Treaty worlds and beyond in search of contracts and a means of continuing his practice with a longarm. Despite this, Tapper makes sure that a portion of all his earning go back to the red planet and his former nestmates—recompense for his past transgressions and getting his nest caught up in his dangerous lifestyle. Tapper has yet to receive a reply for his considerable donations.

Physical Description: At twelve years old, Tapper has just passed the standard ysoki age of maturity. He's seen a lot in his life, and he looks well into his twenties for a ratfolk, despite his younger age. Tapper's fur is a ragged light brown, with cuts and kinks displacing his skin at routine points (especially around the ears.) To combat his unflattering appearance, Tapper always wears extensive armor, often in the form of stationwear suits or other available light equipment. He covers most of his body, save his long tail, feet, and face (atmosphere permitting.) His eyes have a deep black consistency, with a pinprick of white visible only when he focuses on a kill shot with his trusty sniper rifle.

Personality: Tapper is a consummate professional but remains distant from social interactions. He rarely speaks, except when discussing tactics and mission parameters or the always important topic of payment. In situations where his skills aren't needed, he refrains from speaking and appreciates when non-combatants show him the same respect when the time comes to discuss combat. When he does contribute, Tapper prefers quick and decisive statements, and he does his best to break party deadlocks by making sharp quips or finalizing statements of agreement. Sometimes, he breaks this mold and shows his more caring side, making seemingly out-of-character statements when it comes to the importance of protecting innocents or taking an action to help someone in need. Tapper never justifies his personal decisions in these matters, and even if drilled about his altruism, he refrains from discussing the logic or merits of his kinder and gentler side.

ADVANCEMENT

With each new level, Tapper advances as an operative. He always increases his skill ranks in his listed skills, picking up ranks in Medicine if he ever receives an Intelligence boost. At 2nd level, he takes the uncanny mobility operative exploit. At 3rd level, he picks up the Deadly Aim feat to increase his potential sniping damage. At 4th level, Tapper acquires the jack of all trades operative exploit to help with his skills. At 6th level, he takes the debilitating sniper exploit, which is likely his most important exploit choice and a major boost to his overall damage. At later levels, she prefers to take exploits like bleeding shot, hampering shot, improved uncanny mobility, stunning shot and knockout shot. He focuses on feats that can assist with his sniping, like Skill Focus (Stealth), Quick Draw, Improved Initiative, or Improved Critical (if his sniping weapon has a useful critical property) and Penetrating Attack at high levels.

ROLEPLAYING IDEAS

- Tapper is a hardened killer with a heart of gold. He assassinates targets at long distances with a sniper rifle but also routinely sends a portion of his earning back home to his family, so they can lead better lives than his. Tapper provides players who aren't the most vocal or possess an outgoing personality to roleplay a character that has some depth without feeling compelled to always get involved in discussions.
- Because of his criminal connections and profession as a gun-for-hire, it's easy to drop Tapper into almost any campaign. He can be found just as easily in the bustling alleys of Star Station to the cramped cities of the Treat Worlds. He avoids his homeland on the red planet, but only because he's run afoul of several local crime lords and doesn't want to endanger his nestmates who still live there. Campaigns taking a trip to the red planet might do well to bring up these events and associated NPCs, helping to further explain the history of the otherwise "quiet and mysterious" ysoki sniper.
- From a mechanical standpoint, Tapper takes a penalty for specializing in sniper weapons until 6th level when he gets the debilitating sniper exploit. Until that time, he tends to lose out on trick attack damage with his preferred weapon. As an interesting roleplaying opportunity, it can be fun to play this up, having Tapper open combats with long-range fire, only to switch to a survival knife or acquired small arms in close quarters combat. His disdain for such styles of fighting should be evident, establishing his desire to shoot foes that are hundreds of feet away.

"We have choices to make every day. Will we live from within, or from without? Many of us choose to live from within, constantly worrying about the food we'll eat, the clothes we'll wear, or the security of our homes. But when we live from within, we take from without to fill the needs we create with our worries for survival. We level forests and mountains to build cities and castles that act as anchors in our lives. Yet, when we live from without, our own selves become pollen on the wind, sailing far away—not on our own strength, but on the strength of everything around us. Wherever it takes us, we pollinate and bring forth new life, which enriches others. So, it's better to give of yourself than to take unto yourself. For a fearless life, freely shared is a greater joy than any bounty you create with your unrestrained ambition."

—philosophical advice from the elven oracle, Tialua Re'Duoth



TIALUA RE'DUOTH

Female elf xenoseeker **mystic** 1

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE

SP 5 **HP** 10 **RP** 2

EAC 13; **KAC** 14

Fort +1; **Ref** +2; **Will** +3; +2 vs. enchantment spells and effects

Immunities magical sleep

Defensive Abilities elven immunities,

OFFENSE

Speed 30 ft.

Melee survival knife +3 (1d4 S; analog, operative)

Ranged needler pistol +3 (1d4 P; critical injection +2; analog, injection)

Spell-Like Abilities (CL 1st)

At will—*mindlink* (once per individual each day)

Mystic Spells Known (CL 1st)

1st (3/day)—*life bubble*, *magic missile*, *mystic cure*, *share language*

o (at will)—*detect affliction*, *detect magic*, *stabilize*, *token spell*

Connection star shaman

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 9 (-1); **Int** 14 (+2); **Wis** 12 (+1); **Cha** 14 (+2)

Skills Acrobatics +3, Diplomacy +6, Life Science +8, Medicine +6, Mysticism +7, Perception +7, Sense Motive +5, Survival +6; (reduce the DC of Life Science checks to identify rare creatures by 5)

Feats Great Fortitude

Languages Celestial, Common, Elven, Sylvan

Other Abilities elven magic, healing touch, theme knowledge (xenoseeker), walk the void

Gear second skin, needler pistol with 6 darts, survival knife, basic medkit, *clear spindle aeon stone*, industrial backpack, personal comm unit, travel clothing, credstick (168 credits)

====SPECIAL ABILITIES====

Devotee of the Green (Ex) Tialua's faith in the natural world makes it easy for her to pick up on related concepts. She gains a +1 trait bonus on Life Science and Survival checks, and Life Science is always a class skill for her.

Seeker of the Stars (Su) Tialua has always been drawn to the stars—but one star in particular holds her primary interest. She always knows the direction to one single, unchangeable star. When she's asked astronomers about it, none have any information on it, and it seems as far as anyone can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect anyone asking about it are seeking the same one, if it exists at all. By spending 10 minutes in meditation, Tialua can mentally visualize a star chart for her location, regardless of where she happens to be and the time of day. The star she's drawn to always appears in this visualization, even if it wouldn't appear in her current location. In addition, once per day you can, as a standard action, focus to instantly determine the direction of north from your current position, assuming you are in an environment in which "north" exists; it may not work in space or extraplanar settings.

TIALUA RE'DUOTH

Female elf xenoseeker **mystic** 2

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +9

DEFENSE

SP 10 **HP** 16 **RP** 2

EAC 14; **KAC** 15

Fort +1; **Ref** +2; **Will** +4; +2 vs. enchantment spells and effects

Immunities magical sleep

Defensive Abilities elven immunities,

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +1 (1d6 S; analog) or survival knife +3 (1d4 S; analog, operative)

Ranged needler pistol +3 (1d4 P; critical injection +2; analog, injection)

Spell-Like Abilities (CL 2nd)

At will—*mindlink* (once per individual each day)

Mystic Spells Known (CL 2nd)

1st (3/day)—*life bubble*, *magic missile*, *mystic cure*, *share language*

o (at will)—*detect affliction*, *detect magic*, *stabilize*, *telepathic message*, *token spell*

Connection star shaman

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 9 (-1); **Int** 14 (+2); **Wis** 12 (+1); **Cha** 14 (+2)

Skills Acrobatics +4, Diplomacy +7, Life Science +10, Medicine +7, Mysticism +8, Perception +8, Physical Science +3, Piloting +3, Sense Motive +5, Survival +8; (reduce the DC of Life Science checks to identify rare creatures by 5)

Feats Great Fortitude

Languages Celestial, Common, Elven, Sylvan

Other Abilities elven magic, healing touch, theme knowledge (xenoseeker), walk the void

Gear freebooter armor I, needler pistol with 6 darts, survival knife, tactical dueling sword, basic medkit, *clear spindle aeon stone*, industrial backpack, personal comm unit, travel clothing, credstick (305 credits)

SPECIAL ABILITIES

Devotee of the Green (Ex) Tialua's faith in the natural world makes it easy for her to pick up on related concepts. She gains a +1 trait bonus on Life Science and Survival checks, and Life Science is always a class skill for her.

Seeker of the Stars (Su) Tialua has always been drawn to the stars—but one star in particular holds her primary interest. She always knows the direction to one single, unchangeable star. When she's asked astronomers about it, none have any information on it, and it seems as far as anyone can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect anyone asking about it are seeking the same one, if it exists at all. By spending 10 minutes in meditation, Tialua can mentally visualize a star chart for her location, regardless of where she happens to be and the time of day. The star she's drawn to

always appears in this visualization, even if it wouldn't appear in her current location. In addition, once per day you can, as a standard action, focus to instantly determine the direction of north from your current position, assuming you are in an environment in which "north" exists; it may not work in space or extraplanar settings.

Background: Even in her own woodland village, many considered Tialua Re'duoth (TEE-ah-LOO-uh RAY-doo-oth) a "wild child." Although her noble siblings retained the elegance and restraint expected of their station, she always ran barefoot through the forest, unnerving in her willingness to explore alone, regardless of the dangers expressed by her tutors. Eventually, they gave up on trying to formally educate her in the ways of her people, letting her discover her own understanding of the world instead. So, Tialua took up tutelage from the treeherds and scouts, those who could train her in magic and skill-at-arms. Often her days included following animals, learning their ways of foraging and finding warmth without fire.

Tialua's life changed when, on a self-appointed expedition, she climbed beyond the forest canopy and saw the horizon-spanning sky on a cloudless day. In awe of its beauty, she watched as the blue became vibrant pinks and oranges at sundown. And, gradually, as the light faded, Tialua feared it would become an inky black swallowing all the brightness. Just as she decided she couldn't bear such a tragedy, an unusual star appeared in the gloom, and it seemed to call to her with a reminder that hope always endures, no matter how bleak things seem. That lesson stuck with her even as she returned home.

In the ensuing years, Tialua yearned to learn more about the stars and why they always faithfully appeared on every clear night. But the logs and tomes of her people proved too meager, and she determined the best way to learn about the stars was to be among them, in the same manner as she'd learned about her native woodlands. So, with her elders' blessings, she embarked on a quest to the ends of the sky, always following her patron star and seeking its guidance as she journeyed toward it.

Physical Description: Although many consider Tialua curvaceous by elven standards—bordering more on a human norm—her frame is still a petite 5 foot, 6 inches tall and she weighs just 115 lbs. She lets her dark brown hair grow down to her neck, pruning it as necessary to avoid tangling it on branches and brambles in the wilderness. Her hair would seem plain-looking if not for the numerous fetishes she wears among her artistic, ever-changing braids, each one dyed a different color. Tialua's clothes are largely made by her own hand, woven from fibers gathered with no harm to a living thing. At 125 years old, she has the look of a naturalist in harmony with her vibrant surroundings.

Personality: Rambunctious, boisterous, and optimistic, Tialua is an extrovert. She comes across as very outspoken and physical in expressing herself. She strives to put a smile on the faces of everyone around her as they enjoy the little moments of each day. And, while she may not seek to initiate combat in her own dealings—preferring diplomacy whenever possible—she's certainly not shy about defending her friends with bow or blade. Tialua considers herself a good judge of character and trusts her instincts. Her personal motto amounts to "when in doubt, follow your star"—particularly when she finds herself in unfamiliar circumstances, which, admittedly, happens far more often thanks to her willingness to make friends with just about anyone.

ADVANCEMENT

With each new level, Tialua advances as a mystic, always acquiring new skill ranks in Life Science, Mysticism, Perception, and Sense Motive. At 3rd level, she gains the starlight form class ability. She also gains Selective Channeling as a new feat and adds *charm person* and *fatigue* to her known spells. At 4th level, she adds *augury* and *lesser restoration* to her known spells and Mystic Strike as her new feat. At 5th level, Tialua gains Extra Resolve as a new feat, while also adding *hold person* to her known spells.

ROLEPLAYING IDEAS

- Without necessarily intending to do so, Tialua often speaks on behalf of others. She greets everyone she encounters, happy to stop and chat if they're inclined to strike up a conversation. Her social skills are hardly refined, however, making her very popular among revel-seekers, and she can make more conservative types uncomfortable.
- Tialua finds stories of travel among the stars fascinating. She stands in awe and listens to anyone speaking about the stars, interrupting them with questions sometimes before they can even answer them. If possible, she relates her own experiences in following the unusual star from her youth.
- From an early age, Tialua has always met stress with chatter. Others in her village wondered if she suffered from a nervous tick in spouting gibberish, but those who knew the language realized she was talking to herself in Celestial. No one knew where she learned such a tongue, particularly given the scandalous oaths she sometimes interjects.
- Hardly gullible, Tialua has no time for pretention and despises liars outright. She often mentions she prefers the company of animals to treacherous people.



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