

## Otto Mayshun

Player: Fritz

N Android ace pilot technomancer 10

Atheist; Age: 22; Height: 5'; Weight: 120 lb.; Eyes: silvery;

Hair: n/a; Skin: copper-chrome

Speed: 50 ft., Fly Speed 70 ft., Languages: Arkanen, Celestial, Common, Draconic, Eoxian, Gnome, Goblin, Ignan, Orc, Shirren, Ysoki

Stamina	Hit Points	Resolve
80	54	11

Str	Dex	Con	Int	Wis	Cha	
+1	+5	+3	+6	+2	+0	13 Str 20 Dex 16 Con 22 Int 14 Wis 10 Cha

**INITIATIVE** +5 = +5 Dexterity +0 Misc

**FORTITUDE** +6\* = +3 Base +3 Constitution +0 Misc

**REFLEX** +8 = +3 Base +5 Dexterity +0 Misc

**WILL** +9 = +7 Base +2 Wisdom +0 Misc

**EAC** 29 = +14 Armor +5 Dexterity +0 Misc

**KAC** 29 = +14 Armor +5 Dexterity +0 Misc

**KAC+8** 37 = +14 Armor +5 Dexterity +0 Misc

### Defenses

**All Saves** (Flat Affect): +2 bonus to DC of Sense Motive against you

**All Saves** (Constructed): +2 vs. disease, mind-affecting, poison, and sleep effects (unless the effect targets constructs)

**Fortitude Save** (Level 11 armor (Vesk brigandine IV)): Immune to low-medium level radiation

**Fortitude Save** (Level 11 armor (Vesk brigandine IV)): +6 circumstance bonus to save vs. radiation exposure (but not to cure radiation sickness)

**All Armor Classes** (Mobility): +4 vs. attacks of opportunity you provoke by leaving a threatened square

### Vesk brigandine IV

EAC: +14, KAC: +14, Max Dex: +5, Armor Check: -, Speed: -  
Upgrades: *brooch of shielding*, *forcepack*, *haste circuit*

### Activated Abilities & Adjustments

Add a Movement Speed (Average, Fly)

Keen Senses

### Laser pistol, azimuth

Ranged (80 ft.): +12 or Full: +8/+8 (1d4+5 Fire; Crit burn 1d4)

Special:

### Special Abilities

**Cache Capacitor** (1 slots, Keen Senses, Keen Senses) (Su)  
When regaining spells, cast spell from limited list into spell cache to affect self for 24 hrs.

**Constructed**

Count as both base type and constructs (whichever worse). +2 to save vs. disease, mind-effects, poison, and sleep unless would affect construct.

**Darkvision 60 ft.**

You can see in the dark (black and white only).

**Energize Spell (1/day)** (Ex)

As a move action, cast spell using 20 charges per spell level from a power cell.

Character Number: 10468 - 701



### Skills

<input type="checkbox"/>	+15	<b>Acrobatics</b> Dexterity, 10r
<input type="checkbox"/>	+1*	<b>Athletics</b> Strength
<input type="checkbox"/>	+0	<b>Bluff</b> Charisma
<input type="checkbox"/>	+22	<b>Computers</b> Intelligence, 10r
<input type="checkbox"/>	+9	<b>Culture</b> Intelligence, 3r
<input type="checkbox"/>	+0	<b>Diplomacy</b> Charisma
<input type="checkbox"/>	+0	<b>Disguise</b> Charisma
<input type="checkbox"/>	+19	<b>Engineering</b> Intelligence, 10r
<input type="checkbox"/>	+0	<b>Intimidate</b> Charisma
<input type="checkbox"/>	+12	<b>Life Science</b> Intelligence, 3r
<input type="checkbox"/>	+16	<b>Medicine</b> Intelligence, 10r
<input type="checkbox"/>	+11	<b>Mysticism</b> Wisdom, 3r
<input type="checkbox"/>	+14	<b>Perception</b> Wisdom, 10r
<input type="checkbox"/>	+19	<b>Physical Science</b> Intelligence, 10r
<input type="checkbox"/>	+22	<b>Piloting</b> Dexterity, 10r
<input type="checkbox"/>	+19	<b>Profession (PILOT)</b> Intelligence, 10r
<input type="checkbox"/>	+0	<b>Sense Motive</b> Wisdom
<input type="checkbox"/>	+9	<b>Sleight of Hand</b> Dexterity, 1r
<input type="checkbox"/>	+15	<b>Stealth</b> Dexterity, 10r
<input type="checkbox"/>	+2	<b>Survival</b> Wisdom

### Skill Modifiers

**Athletics** (Land speed 50'): +8 to jump

### Special Abilities

**Flat Affect**

+2 to DCs of Sense motive checks vs. you.

**Harmful Spells** (Su)

When cast an instant spell dealing dam, gain extra dam.

**Lone Wolf** (Ex)

On skill check to repair/maintain starship or when in ship combat, can treat as though half ranks in pilot for appropriate skill.

### Proficiencies

**Weapon Proficiencies:** Basic Melee Weapons, Small Arms

**Armor Proficiencies:** Light Armor

## Special Abilities

### Low-Light Vision (Ex)

See in dim light as if it were normal light.

### Selective Targeting (Su)

Instant area spell excludes 1 square from effect.

### Spell Cache (item type, 1/day) (Su)

Activate to cast any one spell known for free.

### Theme Knowledge (Ex)

-5 DC for Culture checks related to knowledge of starships, vehicles, and famous pilots.

### Upgrade Slot

Body can integrate an armor upgrade as if light armor.

## Feats

### Agile Casting

As a full action, move up to speed and at any point use spell or supernatural ability that requires standard action or less.

### Fleet [Combat Feat]

+10 to land speed in light or no armor, but only +5 if encumbered. When overburdened, speed = 10 ft.

### Mobility [Combat Feat]

+4 to AC vs. attacks of opportunity provoked by leaving a threatened square.

### Skill Focus (Piloting)

+3 insight bonus to chosen skill.

### Sky Jockey

If pilot in starship combat, ship gains +1 speed. +10 ft to speed of flight when operating vehicle or magic item.

### Spell Focus

DC of spells (but not spell-like abilities) increases by 1, 2 (11th+ level), or 3 (17th+ level).

## Spells

### Technomancer spells known (CL 10th; ranged +12)

**4th (3/day)**—*dimension door, greater invisibility*

**3rd (4/day)**—*arcing surge (DC 20), dispel magic, explosive blast (DC 20), flight\**

**2nd (6/day)**—*fog cloud, holographic image\* (DC 19), invisibility, make whole, see invisibility*

**1st (7/day)**—*detect radiation, keen senses, magic missile, overhear (DC 18), unseen servant*

**Cantrip (at will)**—*detect magic (at-will), energy ray (at-will), mending (at-will), psychokinetic hand (at-will), telepathic message (at-will), token spell (at-will)\** This spell can be cast using a lower level spell slot to varying effect. See the spell's description.

## Tracked Resources

Battery	20
Battery (Holoskin)	20
Battery, super-capacity	80
Battery, ultra-capacity (Forcepack)	100
Brooch of shielding (55Damage)	55
Energize Spell (1/day) (Ex)	<input type="checkbox"/>
Medpatch	<input type="checkbox"/>
Serum of healing, mk II	<input type="checkbox"/>
Spell Cache (item type, 1/day) (Su)	<input type="checkbox"/>

## Gear

### Total Bulk Carried: 3.101, Unencumbered

(android upgrade slot: Longstrider module, +10 Speed) -

Aeon stone, iridescent spindle -

Aeon stone, pearly white spindle -

## Boons Experience & Wealth

Career Experience Points: 29 (29/30 to 11th)

Current Cash: 1 UPB; 35,977.9 credits

## Gear (Encum: 7 bulk, Over: 14 bulk)

### Total Bulk Carried: 3.101, Unencumbered

Android Hygiene Kit <In: Backpack, consumer (1 @ 0	-
Backpack, consumer (1 @ 0 blk) <In: Null-space	-
Comm unit, personal	L
Computer (tier 1)	-
artificial personality, hardened, miniaturization, miniaturization, range I (100 feet), security IV, self-charging	-
Engineering kit <In: Null-space chamber, mk 1 (6 @ 0	L
Hacking kit	L
Holoskin	-
Ion Tape	-
Medkit, advanced	1
Medkit, basic <In: Null-space chamber, mk 1 (6 @ 0	1
Medpatch x2 <In: Null-space chamber, mk 1 (6 @ 0	0
Null-space chamber, mk 1 (6 @ 0 blk)	L
old suit of graphite carbonskin, worth 122 credits	-
Ring of sustenance	-
Serum of healing, mk II x2	-
Spell gem of comprehend languages, life bubble	L
Spell gem of detect affliction	L
Spell gem of dimension door (CL 10, DC 12)	L
StarStone Compass <In: Null-space chamber, mk 1 (6	-
Zip Stick	-

## Augmentations

### Ability crystal, mk 1 (Dexterity)

This crystal formed a mystical connection to the memories of heroes long ago. Any character can spend 1 hour communing with the crystal to gain additional ability points. This counts as a personal upgrade of the appropriate model

### Synaptic accelerator, mk 2 (Intelligence)

These implants supercharge the synaptic connections in your brain, allowing you to process information faster and send impulses throughout your body more effectively. Synaptic accelerators grant you additional ability points. This

## Factions

### Dataphiles

Tier 0; Reputation 1

## Factions

## Boons

Exo-Guardians

Tier 0; Reputation 3

Second Seekers (Jadnura)

Tier 0; Reputation 0

Second Seekers (Luwazi Elsebo)

Tier 1; Reputation 14

Wayfinders

Tier 3; Reputation 44

## Boons (40 Fame)

Dataphiles Champion [Faction]

Champion the faction

Second Seekers: Luwazi Elsebo Champion [Faction]

Champion the faction

Wayfinders Champion [Faction]

Champion the faction



# Scenario #3-08: Fleeting Truth: The Darkside Depository

Character Chronicle #

29

Fritz	A.K.A.	Otto Maysun	10468	- 701	SC-LE		
Player Name		Character Name	Organized Play #	Character #	Faction		

  

### Adventure Summary

The Starfinder amalgam intelligence, Guidance, sent you on a mission of the utmost importance to the Riversea data storage site on the dark side of Verces. You entered the site through a secret access point and made your way through the complex to retrieve a segment of a mysterious data set. Along the way you encountered an artificial intelligence that you ( left in the facility/  released into the planetary infosphere). You battled a host of Hellknights of the Order of the Pyre intent on destroying the data, managing to ( lose the data to Hellknight hackers/  salvage the data set before it could be deleted). Finally, ( you escaped before the Riversea security teams could interrogate you about your intrusion/ were forced to explain your presence in the installation to security staff).

**GM Notes:** Purchased vesk brigandine IV for 23500 cr.; sold Lashunta tempweave advanced for -850 cr.; totaling 22650 cr.

LEVELS	<input checked="" type="checkbox"/> Normal Max Credits
9-10	<b>14,500</b>
LEVELS	<input type="checkbox"/> Normal
Out of Level	<del>22,250</del>
LEVELS	<input type="checkbox"/> Normal
11-12	<del>30,800</del>
LEVELS	<input type="checkbox"/> Normal
-	-

  

28
Starting XP
+ 1
XP Gained (GM ONLY)
= 29
Final XP Total
50
Initial Fame
+ 2
Fame Gained (GM ONLY)
- 0
Fame Spent
52
Final Fame
44056
Starting Credits
+ 14500
Credits Gained (GM ONLY)
+ 72
Day Job (GM ONLY)
- 22650
Credits Spent
= 35978
Total

  

All Levels	Levels 11-12
dual-valve plasma ring (27,000; item level 11; <i>Starfinder Armory 15</i> ) flaming fusion seal (12th) (7,612; item level 12) inductive bandolier (19,000; item level 10; <i>Armory 104</i> ) inferno flame pistol (23,000; item level 11) invisibility detector (17,000; item level 10; <i>Armory 83</i> ) lesser photon weapon crystal (25,100; item level 11) maralictor Hellknight plate (14,500; item level 9; <i>Starfinder Pact Worlds 196</i> ) mk 2 prescient lenses (13,900; item level 9; <i>Pact Worlds 203</i> ) mk 3 shock grenade (2,500; item level 10) power battleglove (16,100; item level 10) reaction accelerator (13,500; item level 9; <i>Armory 85</i> ) vesk brigandine IV (23,500; item level 11; <i>Armory 69</i> )	<del>           9-notch forked pistol (48,100; item level 13; <i>Starfinder Armory 15</i>)            c-band scorchgun (49,100; item level 13; <i>Armory 14</i>)            d-suit IV (45,000; item level 13)            grounding boots (105,000; item level 5; <i>Armory 104</i>)            indomitability module (50,000; item level 13; <i>Armory 83</i>)            mk 3 fiery runeplates (56,000; item level 13; <i>Armory 113</i>)            mk 3 prescient lenses (77,000; item level 14; <i>Starfinder Pact Worlds 203</i>)            mk 4 shock grenade (10,500; item level 14)            paralictor Hellknight plate (80,000; item level 14; <i>Pact Worlds 196</i>)            privacy shield (35,500; item level 12; <i>Armory 85</i>)            standard zeboson weapon crystal (47,500; item level 13; <i>Armory 26</i>)            white star solar brand (35,200; item level 12; <i>Armory 10</i>)         </del>

  

Reputation			
Faction <u>SC-LE</u>	Reputation <u>12</u>   <u>14</u>	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

<b>For GM Only</b>					
Atlantis	37976	10/25/2020		328439	
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #	