

## Otto Mayshun

Player: Fritz

N Android ace pilot technomancer 11

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

Hair: n/a; Skin: copper-chrome

Speed: 50 ft., Fly Speed 140 ft., Languages: Arkanen, Celestial, Common, Draconic, Eoxian, Gnome, Goblin, Ignan, Orc, Shirren, Ysoki

Stamina	Hit Points	Resolve
88	59	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 30 = +15 Armor +5 Dexterity +0 Misc

☐ KAC 30 = +15 Armor +5 Dexterity +0 Misc

☐ KAC+8 38 = +15 Armor +5 Dexterity +0 Misc

### Defenses

Damage Reduction: 5/—

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

Fortitude Save (Level 12 armor (Hardlight series, squad)): Immune to low-medium level radiation

Fortitude Save (Level 12 armor (Hardlight series, squad)): +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

### Squad hardlight series

EAC: +15, KAC: +15, Max Dex: +6, Armor Check: —, Speed: —

Upgrades: *brooch of shielding* deflective reinforcement, *forcepack*, *haste circuit*

### Azimuth laser pistol

Ranged (80 ft.): +13 (1d4+5 F; Crit burn 1d4)

Range Full: +9/+9

Special:

### Special Abilities

Cache Capacitor (1 slots, 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.

Eternal Spell (Magic Missile) (Ex)

Chosen spell can be cast at will.

Character Number: 10468 - 701



### Skills

<input type="checkbox"/>	+16*	Acrobatics	Dexterity, 11r
<input type="checkbox"/>	+1*	Athletics	Strength
<input type="checkbox"/>	+0*	Bluff	Charisma
<input type="checkbox"/>	+23	Computers	Intelligence, 11r
<input type="checkbox"/>	+9	Culture	Intelligence, 3r
<input type="checkbox"/>	+0	Diplomacy	Charisma
<input type="checkbox"/>	+0	Disguise	Charisma
<input type="checkbox"/>	+20	Engineering	Intelligence, 11r
<input type="checkbox"/>	+0	Intimidate	Charisma
<input type="checkbox"/>	+12	Life Science	Intelligence, 3r
<input type="checkbox"/>	+17	Medicine	Intelligence, 11r
<input type="checkbox"/>	+12	Mysticism	Wisdom, 4r
<input type="checkbox"/>	+15	Perception	Wisdom, 11r
<input type="checkbox"/>	+20	Physical Science	Intelligence, 11r
<input type="checkbox"/>	+23	Piloting	Dexterity, 11r
<input type="checkbox"/>	+20	Profession (PILOT)	Intelligence, 11r
<input type="checkbox"/>	+0	Sense Motive	Wisdom
<input type="checkbox"/>	+9	Sleight of Hand	Dexterity, 1r
<input type="checkbox"/>	+16	Stealth	Dexterity, 11r
<input type="checkbox"/>	+2	Survival	Wisdom

### Skill Modifiers

**Acrobatics** (Deflective reinforcement): Reduce armor check penalty by 2 when attempting an Acrobatics check to escape

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

**Bluff** (Flat Affect): +2 bonus to DC of Sense Motive vs. you

### 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.

### Proficiencies

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

**Armor Proficiencies:** Light Armor

## Special Abilities

### 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.

### 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. Use 1 resolve to exclude any number.

### 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.

### Penetrating Spell

Spells ignore first 5 points of enemy damage or energy resistance.

### 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 11th; ranged +13)

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

**3rd (5/day)**—*arcing surge* (DC 21), *dispel magic, explosive blast* (DC 21), *flight\**

**2nd (6/day)**—*fog cloud, holographic image\** (DC 20), *invisibility, make whole, see invisibility*

**1st (7/day)**—*detect radiation, keen senses, life bubble, magic missile, overhear* (DC 19), *unseen servant*

**Cantrip (at will)**—*detect magic, energy ray, mending, psychokinetic hand, telepathic message, token spell\** 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"/>

## Boons

## Experience & Wealth

Career Experience Points: **30** (30/33 to 12th)

Current Cash: **1 UPB; 7,852.9 credits**

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

### Total Bulk Carried: 4.101, Unencumbered

(android upgrade slot: Longstrider module, +10 Speed)	-
Aeon stone, iridescent spindle	-
Aeon stone, pearly white spindle	-
Android Hygiene Kit <In: Backpack, consumer>	-
Backpack, consumer <In: Null-space chamber, mk 1>	-
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>	L
Hacking kit	L
Holoskin	-
Ion Tape	-
Medkit, advanced	1
Medkit, basic <In: Null-space chamber, mk 1>	1
Medpatch x2 <In: Null-space chamber, mk 1>	0
Null-space chamber, mk 1 <Holds: 6 @ 0 blk>	L
old suit of graphite carbonskin, worth 122 credits	-
Ring of sustenance	-
Serum of healing, mk II x2	-
Spell gem of detect affliction	L
Spell gem of dimension door	L
Spell gem of life bubble, comprehend languages	L
StarStone Compass <In: Null-space chamber, mk 1>	-
Zip Stick	-

## Augmentations

Ability crystal, mk 1 (Dexterity)

Synaptic accelerator, mk 2 (Intelligence)

## Factions

### Dataphiles

Tier 0; Reputation 1

### Exo-Guardians

Tier 0; Reputation 4

### Second Seekers (Jadnura)

Tier 0; Reputation 0

### Second Seekers (Luwazi Elsebo)

Tier 2; Reputation 15

## Factions

## Boons

### Wayfinders

Tier **3**; Reputation **44**



# Scenario #5-03: Combatant's Concerto: Fugue of the Traitor

Character Chronicle #

30

Otto Mayshun				10468	-	701	SS-LE
Character Name				Organized Play #		Character #	Faction
Adventure Summary							
Deployed on a secret mission to Vesk-6, you met with Miiyu, one of the leaders of the Pulonis Liberation Front. She explained that she is striving to reform the PLF into a non-violent political group, and asked you to aid in rooting out extremists from within her faction. You travelled with her across Vesk-6, ostensibly on a mission to locate a new base of operations for her group. During the mission, you found one of her associates, a pahtra named Eshga, had been radicalized by an outside force and ordered to assassinate her. Eshga attacked you, blaming the Starfinders for the death of her brother two years prior. Another of the group, a young vlaka named Renvir, had fallen under Eshga's sway and hesitantly assisted her, killing the ixtli Alfey. You decided Renvir's fate, <input type="checkbox"/> permitting him to go free, <input type="checkbox"/> bringing him to the Starfinder Society to reform his life, <input type="checkbox"/> killing him in action, or <input type="checkbox"/> having him imprisoned for murder.							
Boons							
Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at <a href="https://paizo.com">paizo.com</a> for special character boons. To redeem your Achievement Points, go to our website at <a href="https://paizo.com/organizedplay/myaccount">paizo.com/organizedplay/myaccount</a> and click on the Boons tab. Note that you must have created a <a href="https://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.							
Items				Notes			
clearweave II (13,150; item level 9; <i>Starfinder Armory</i> 68)							
d-suit III (13,300; item level 9)							
elite needler pistol (17,250; item level 10; <i>Starfinder Character Operations Manual</i> 123)							
gold AbadarCorp travel suit (12,100; item level 9)							
hailstorm-class zero pistol (16,900; item level 10)							
incapacitator (14,200; item level 9)							
microserrated longsword (12,100; item level 9)							
mk 2 pulse grenade (4,350; item level 9; <i>Armory</i> 39)							
mk 3 serum of healing (1,950; item level 9)							
platinum AbadarCorp travel suit 30,750; item level 12)							
preserver's mantle III (35,400; item level 12, <i>Armory</i> 70)							
static fractal hook (32,000; item level 12; <i>Starfinder Tech Revolution</i> 65)							
tactical nanite thrower (13,300; item level 9; <i>Armory</i> 53)							
tenebrous shadow pistol (35,400; item level 12; <i>Armory</i> 35)							
ultrathin dagger (32,800; item level 12)							
ultrathin switchblade (9,100; item level 8, <i>Armory</i> 54)							
sold Vesk Brigandine IV armor (for 2,350 credits);							
purchased Hardlight Series/SQUAD armor (37,500 credits)							
& Deflective Reinforcement armor upgrade (7,500 credits)							
Reputation/Infamy							
Second Seekers (Lewm-Elo) Total: 16							
Exo-Guardians Earned: 1 Total: 1							

LEVELS	<input type="checkbox"/> Normal Max Credits
7-8	5,845
LEVELS	<input type="checkbox"/> Normal
Out of Level	10,185
LEVELS	<input checked="" type="checkbox"/> Normal
9-10	14,525
LEVELS	<input type="checkbox"/> Normal
-	-
29	
Starting XP	
+	1
XP Gained (GM ONLY)	
=	30
Final XP Total	
35978	
Starting Credits	
+	14525
Credits Garnered (GM ONLY)	
+	
Day Job (GM ONLY)	
-	42,150
Credits Spent	
=	7,853
Total	

For GM Only

PaizoCon Europe Online 2022

EVENT

2708855

EVENT CODE

19/08/2022

DATE

338529

GM Organized Play #

Chronicle Code: SDC3

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [starfindersociety.club](https://starfindersociety.club)