

Background

Star Love, a genderless Phyrexian mutant, was born as Qym-Vitirax and indoctrinated into the pursuit of The Great Synthesis under Praetor Jin-Gitaxias. Within the Progress Engine, they spent decades participating in the dissection and nano-mechanization of new beings.

That all changed shortly after Star Love set foot on Golarion, in an attempt to collect experimental subjects. After collecting the unique diversity of a bullette, a pseudodragon, a monkey, and a harpy, Qym-Vitirax attempted to process an unusual black butterfly...and their mind was twisted. Suddenly, for the first time, they felt empathy. They felt...LOVE. Suddenly, the cosmic void was BEAUTIFUL to them, and the fragile imperfect life in it was a reflection of that beauty, rather than a raw material to be mechanized.

Though they didn't realize it until later, the Black Butterfly herself had given them the gift of cosmic understanding. With that understanding, they renamed themselves Star Love, and dedicated themselves to *learning* more about life, and protecting freedom and autonomy.

Now--only a few weeks since Star Love's awakening--they are still looking to learn and protect (with force, when necessary)...and thinking about their inevitable need to stand up to the the Phyrexians themselves.

Appearance

Star Love looks like an impossible, constantly shifting mass of black machinery, flecked with flowing golden circuitry. Their size can shift from the size of a dog to an elephant, and they are typically surrounded by a swirling field of floating machinery and nanomites.

Since their awakening, they have taken up flower arranging, and often have a wreath of dried flowers around their neck.

[Reference Image](#)

Star Love

Genderless Phyrexian mutant

[L. Kinetacist](#) ([elemental scion](#), [kinetic lancer](#)*) 15 | [L. Alchemist](#) (Subtle, Etheric Mystic, Physician*) 15; [Gifted](#) Mythic Path, Tier 5

CG Medium humanoid construct

Init +32; **Senses** Perception +55, low-light vision, darkvision 60', scent 60', tremorsense 60', metalsense, true seeing, all-around vision

Class Levels & FCB

FCB(Kineticist): Gain +½ wild talent (x2),

FCB(Alchemist): Gain +½ Alchemy talent (x2)

Defense

AC 41, **touch** 35, **flat-footed** 31 (10 base, 10 DEX, 8 armor, 6 natural, 2 deflection);

hp 310 (15d8(120)+165+20)

Fort +25, **Ref** +26, **Will** +19; +12 vs mind-affecting, +8 vs poison, +4 vs paralysis, stun

Resist acid 21, cold 21, electrical 21, fire 21, sonic 21

DR 7/adamantine

Immune disease, sleep/fatigue/exhaustion, fear effects, emotion-based effects

Defensive Abilities Displacement 50%, Evasion, Fortification 100%, Freedom of Movement, Uncanny Dodge

Offense

Speed 100 ft. (125 ft w/ martial focus)

Space 5 ft.; Reach 15/30 ft.

Junk Blast : +25 - 8d10+8+CON physical blast (10d10+10+CON when Overclocked)

Nano Blast Composite (2) +25 : 16d8+16+CON phys (20d8+20+CON when Overclocked)

Kinetic Whip +23/+23/+18

.. Burn @ 3+ = +1 to hit

.. Burn @ 5+ = +2 to hit

.. Hasted = +3 to hit

Statistics

Str 12[14], **Dex** 22[30], **Con** 25[33], **Int** 30, **Wis** 18, **Cha** 8

Base Atk +11; CMB +27; CMD 39

Skills

255 ranks (15x 6 class, 10 INT, 1 skilled), +30* background

Appraise

Acrobatics +40 (+126 to leap) ([15] rank, 3 class, 10* DEX, 7 competence(athletics), 3 familiar, 1 luck), +11 when Burn 3+, +36 race to leap (from speed), +30 enh to leap (Jump potion), +20 untyped to leap (kinetic leap)

Bluff -8 (-1 CHA, -4 race, 1 luck, -4 curse),

Craft (alchemy) +60 ([15] rank, 3 class, 10 INT, 2 circumstance(lab), 15 competence, 8 race, 6 skill focus, 1 luck),

Craft (flower arranging) +17 (3* rank, 3 class, 10 INT, 1 luck),

Craft (metalworking) +34 (3* rank, 3 class, 10 INT, 2 circumstance(tool), 15 competence, 1

luck),

Diplomacy +37 (15 rank, 10 INT, 15 enh (tears), 1 luck, -4 curse)

Disable Device +36 (15 rank, 3 class, 10 DEX, 1 trait, 2 circumstance(tool), 5 competence), +11 when Burn 3+

Knowledge (Arcana) +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Knowledge (Dungeoneering) +41 (15 rank, 10 INT, 15 enh (tears), 1 luck)

Knowledge (Local) +41 (15 rank, 10 INT, 15 enh (tears), 1 luck)

Knowledge (Nature) +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Knowledge (Planes) +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Knowledge (Religion) +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Linguistics

Lore (Phyrexians) +44 (15* rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Perception +46 (15 rank, 3 class, 4 WIS, 5 competence, 8 race, 10 enh (tears), 1 luck),

Sense Motive +xx (5 rank, 3 class, 4 WIS, 5 competence, 8 race, 10 enh (tears)),

Spellcraft +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Stealth +47 ([15] rank, 3 class, 10 DEX, 5 competence, 8 race, 6 skill focus), +11 when Burn 3+,

Survival +22 (+43 to track) (15 rank, 3 class, 4 WIS/10 INT*, 8 race), +15 to track

Swim

Use Magic Device +44 (15 rank, 3 class, 10 INT, 15 enh (tears), 1 luck)

Languages Common, ...

[Gear Sheet](#)

Carrying Capacity (Light xx lb, Med xx lb, Heavy xx lb)

Feats

Skill unlocks (Acrobatics, Disable Device, Stealth)

1. Deadly Agility, Combat Reflexes, B: [Kinetic Leap](#), B: Throw Anything, B: Skill Focus (Alchemy), B(race): Extra Combat Talent
2. Bioluminescent Transformation, Combat Sphere Specialization (Guardian)
3. Extra Discovery, Extra Discovery
4. Bodyguard, Combat Sphere Specialization (Berserker)
5. Extra Combat Talent, Extra Combat Talent, B: Skill Unlock (Alchemy)
6. Great Focus, Extra Combat Talent,
7. [Extra Battle Burn](#), Extra Combat Talent
8. [Kinetic Acceleration](#), Unarmored Mastery, B: Skill Focus (Acrobatics)
9. Vital Strike, Extra Wild Talent
10. Extra Combat Talent, [Kinetic Harpoon](#)
11. Improved Critical, Extra Wild Talent
12. Signature Infusion (Whip Hurricane), Ability Focus (Kinetic Blast)
13. Extra Combat Talent, Extra Wild Talent
14. Extra Wild Talent, Extra Magic Talent
15. [Kinetic Barbs](#), Improved Vital Strike

Traits

1. Campaign: Trap Finder
2. Combat: Accelerated Drinker
3. Faith: [Indomitable Faith](#)
4. Magic: Pragmatic Activator
5. Social: [Clever Wordplay](#) (Diplomacy)

Standard Buffs

Permanent

Elemental Transformation (2 slams, +4 NA, 75% fortification, 100' Earth Glide, 20' tremorsense)

1. Catmera (retain abilities)
2. Fire Movement (100' land)
3. Light: Encompassing Glow
4. Evasion
5. Uncanny Dodge

Active Eternal Potions (4 max)

1. Displacement
2. Tears to Wine (CL 10) +10 enh to WIS and INT skills
3. Tongues
4. Jump (CL 9) +30 enh to Acrobatics checks to jump

Evolutions (6 pts, exceptional only)

- 4: Skilled (Craft: Alchemy, Perception, Stealth, Survival)
2: Limbs (+2 arms)

Guardian

Delayed Damage Pool (72) - 4 x (LVL+(1/2 tier))

.. **Endure Pain** - Damage from delayed pool comes in as nonlethal

11+ Hours / day

Quintessence: 4 spent (2 enduring mutagens)

Mutagen (+6 CON, +4 DEX, +4 N.Armor Bonus; 15 hours) - 1Q to brew

.. **Unstoppable (25 THP)** - mutagen grants INT+LVL THP; 1Q(at start of turn) : replenish.

.. **Enduring (15 hours)** - 1Q: mutagen lasts LVL hours

.. **Ooze - (10 dam/hit = nonlethal, +10 acid)** - 2Q : squeeze as 2 size smaller, convert INT dam from any source to nonlethal, blindsense 30', nat weapons deal INT acid damage.

Kineticist routine (start of day) - 2 Burn taken

1 : Kinetic Leap**1 : Bio-Ablative Regeneration****Protection (Aegis, 11 hrs) - 8 SP spent**

1. Energy Resistance (x5) acid 21, cold 21, electrical 21, fire 21, sonic 21
2. Breathless (+ Planar Refuge)
3. Preserve Integrity
4. Mystic Shell

Formula Prepared

Alchemy Sphere (max 28 prepped + 10 non-damaging +7 permanent) - (LVL/2
+alchemy-talent.count)*2[conscript.spec]; +INT non-damaging (from Physician)

Prepped (stnd)	Prepped (perm)	Formula	Description (DC brewed at)
5		Acid Flask	(DC 65) - 8d6+10 damage to all in 25' radius, ½ to +5', min to +5'
7	1	Ambrosia	(DC 50) - remove all temp+perm negative levels, healed of all broken bones/ruined organs, and treated as benefiting from a miracle or wish spell for abilities and spells that specify they can only be removed by the use of these spells
2	1	Focusing Formula	(DC 65) - 6 uses each
2	1	Instant Foam	
7	1	Panacea	(DC 40) - remove 1 of: deafened, fatigued, shaken, sickened, diseased, exhausted, nauseated, poisoned, staggered, frightened, blinded, paralyzed, stunned.
10	2	Salve	(DC 65) - heal 8d8+10+25 - (LVL/2)d8 +INT +5 / 10 DC increase
5	1	Tanglefoot Bag	(DC 65)

Kineticist

Class Abilities

DC 32 (33 after 3 burn, 34 after 5 burn) - 10 + ½ LVL +CON +2 elemental scion, +2 ability focus

Battle Burn (3 max) - recovers after 5 minutes rest (2 class + 1 burn resistance armor)

Burn (14 daily max, 5/round max) - For every point of burn a kineticist possesses, they take a -1 penalty to all Strength and Dexterity ability and skill checks (except initiative checks); creatures which would normally be unable to take penalties to physical ability scores still take these penalties. These penalties can't be removed by any means other than getting a full night's rest, which removes all burn and associated penalties. A kineticist can accept only 1 point of burn per round. This limit rises to 2 points of burn at 6th level, and rises by 1 additional point every 3 levels thereafter. A kineticist can't choose to accept burn if it would put their total number of points of burn higher than 3 + their Constitution modifier (though they can be forced to accept more burn from a source outside their control).

Gather power + supercharge (swift:1, move:2, full:3) - If they have one hand free (or all of their prehensile appendages free, a kineticist can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the kineticist, as the energy or matter swirls around them. Gathering power in this way allows the kineticist to reduce the total burn cost of kinetic blast (including metakinesis) they use in the same round by 1 point. The kineticist can instead gather power for 1 full round in order to reduce the total burn cost of a blast wild talent used on their next turn by 2 points (to a minimum of 0 points). If they do so, they can also gather power as a move action during their next turn to reduce the burn cost by a total of 3 points. If the kineticist takes damage during or after gathering power and before using the kinetic blast that releases it, they must succeed at a concentration check (DC = 10 + damage taken + effective spell level of their kinetic blast) or lose the energy in a wild surge that forces them to accept a number of points of burn equal to the number of points by which their gathered power would have reduced the burn cost.

Elemental heart ([machine](#)) + Focused Element + Elemental Master +2 DC for machine talents and blasts; +1 damage step (d8) for Nano blast & +2 damage step (d10) for Junk blast.

Elemental defense ([Diesel Heart](#)) - DR/adamantine = LVL/2.

Elemental Overflow (Max:+5 to hit, +10 to damage, +4 DEX, +2 CON/STR)

At 3rd level, a kineticist's body surges with energy from their chosen element whenever they accept burn, causing them to glow with a nimbus of fire, weep water from their pores, or experience some other thematic effect. In addition, they **receive a bonus on their attack rolls with kinetic blasts equal to the total number of points of burn they currently have, to a maximum bonus of +1 for every 3 kineticist levels they possess**. They also receive a bonus on damage rolls with their kinetic blast equal to double the bonus on attack rolls. The kineticist can suppress the visual effects of elemental overflow by concentrating for 1 full round, but doing so suppresses all of this ability's other benefits, as well. The next time the kineticist uses any wild talent, the visual effects and benefits return instantly.

As a kineticist's body becomes more and more suffused with their element, they begin to gain more powerful benefits. Starting at 6th level, whenever they have at least 3 points of burn, the

kineticist gains a +2 size bonus to two physical ability scores of their choice. They also gain a chance to ignore the effects of a critical hit or sneak attack equal to $5\% \times$ their current number of points of burn. At 11th level, whenever the kineticist has at least 5 points of burn, these bonuses increase to a +4 size bonus to one physical ability score of their choice and a +2 size bonus to each of their other two physical ability scores.

Energy Pounce: Whenever the kinetic lancer accepts burn with their Kinetic Leap feat, they also reduce the burn cost of the kinetic blade infusion as well as any infusion for which it is a prerequisite by 1 until their burn is removed. All movement during a round in which the kinetic lancer has used the Kinetic Leap feat does not provoke attacks of opportunity, and a kinetic lancer does not take falling damage from falling from any height.

Dragoon Dive (3): As a full round action, a kinetic lancer can use their Kinetic Leap feat to leap into the air, making an attack with the kinetic blade infusion or any infusion for which it is a prerequisite at the end of their movement (including vital blade), reducing the burn cost of the blast by 1. This is treated as a charge for the purposes of bonuses and penalties. At 11th level, they instead reduce the burn cost of the blast by 2.

Dragoon Leap kinetic lancers ignore their base land speed for determining if their jumping distance exceeds their base land speed while using the Kinetic Leap feat, allowing them to leap as far as their Acrobatics check would allow.

Dragoon Frenzy kinetic lancer can make a full-attack with the kinetic blade infusion or any other infusion for which it is a prerequisite while using the dragoon dive class feature. If the kinetic lancer applies the vital blade form infusion to their kinetic blast, all adjacent squares to the target take damage equal to the minimum damage of the kinetic lancer's kinetic blast (Reflex save for half). A kinetic lancer can choose a number of spaces equal to their Constitution modifier; these spaces do not take damage from this ability.

Impaling Crash by accepting 1 point of burn when they use their dragoon dive class feature, they can impale their foe with their kinetic blast upon making a successful attack, leaving it inside of the creature for a number of rounds equal to their Constitution modifier. Each round the creature is impaled by this weapon, they take damage equal to the minimum damage of the kinetic blast (substance infusions do not apply to this damage), although elemental overflow damage is not applied to this damage. The creature can spend a standard action to make a Strength check (DC equal to $10 +$ twice the kinetic lancer's Constitution modifier) to remove it.

Impossible Leap whenever a kinetic lancer possesses 3 or more burn, they are always treated as though they have accepted burn when using the air's leap wild talent.

Internal buffer (2) - When they would otherwise accept burn, a kineticist can spend 1 point from their buffer to avoid accepting 1 point of burn. This buffer can reduce the burn cost of any wild talent without affecting its duration unlike battle burn. They cannot spend more than 1 point from their buffer in this way for a single wild talent. Points spent from the internal buffer don't activate elemental overflow or add to its effects. Similarly, this buffer can be used to exceed the limit on the number of points of burn the kineticist can accept in a single turn, but cannot be used with battle burn.

Metakinesis (1:empower, 2:persistent, 3:quicken)

Wild Talents

- 1: Infusion (Extended Range), Utility Talent ([Mechanical Overdrive](#)), B: Infusion (kinetic blade)
- 2: Utility Talent ([Experimental Machinery](#)), B: Utility Talent ([Air's Leap](#))
- 3: Infusion ([Empty](#)), Crystal: ([Magnetic Infusion](#))
- 4: Utility Talent ([Nanite Surge](#))
- 5: Infusion ([Entangling](#)),
- 6: Utility Talent ([kinetic whip](#)), FCB Wild Talent ([Overclocked Offense](#)), Crystal: ([Clockwork Heart](#))
- 7: Infusion ([Rare-Metal](#)), Infusion ([Vital Blade](#)), Crystal: ([Adamantine Infusion](#))
- 8: Utility Talent ([Improved Nanite Surge](#)), Crystal: ([Metalsense](#)), Crystal: ([Dimensional Anchor](#))
- 9: Infusion ([Blade Whirlwind](#)), Crystal: ([Bioablative Regeneration](#)), Extra Wild Talent ([Experimental Machinery, Improved](#))
- 10: Utility Talent ([Kinetic Cover](#)), Crystal: ([Clockwork Puppet](#)),
- 11: Infusion ([Bloodrust Infusion](#)), Extra Wild Talent ([Whip Hurricane](#))
- 12: Utility Talent ([Kinetic Cover, Improved](#)), FCB Wild Talent ([Kinetic Cover, Greater](#))
- 13: Infusion ([Self-Destructive Infusion](#)), Extra Wild Talent ([Improved Overclocked Offense](#))
- 14: Utility Talent ([Experimental Machinery, Greater](#)), Extra Wild Talent ([Imprisoning](#)),
- 15: Infusion ([Fragmentation](#))

[Alchemist](#)

Alchemy - can draw alchemical items in the same action it takes to throw them

- .. **Throw Anything (+10)** - +INT to dam with splash weapons
- .. **Alchemical Weapon**
- .. **Alchemical Fusion**
- .. **Brew Potion**
- .. **Swift** - ½ normal crafting time
- .. **Crafter Savant (metalwork)** - +LVL competence

Quintessence (15) - INT+(level+1)/3

- .. **Surge** - 1Q : +3 alchemical to Hit for 1 minute

Mutagen (+6 CON, +4 DEX, +4 N.Armor Bonus; 15 hours) - 1Q to brew

- .. **Unstoppable (25 THP)** - mutagen grants INT+LVL THP; 1Q(at start of turn) : replenish.
- .. **Enduring (15 hours)** - 1Q: mutagen lasts LVL hours
- .. **Ooze - (10 dam/hit = nonlethal, +10 acid)** - 2Q : squeeze as 2 size smaller, convert INT dam from any source to nonlethal, blindsense 30', nat weapons deal INT acid damage.

Automaton (Familiar:Protector* Familiar:Sage*, [Bestial Kineticist*](#)) - *details at bottom (WIP)*

Discoveries

1. **Alchemical Trapsmith**
2. **Enhanced Potion**
3. **Preserved Organs** - +25% fortification, CON counts as +10 for when dies of HP dam

4. **Aquatic Adaptation**
5. **Ooze Mutagen [Evo]**
6. **Mechanical Mind** - +8 competence vs mind-affecting; may reroll failed save but then Confused until end of next turn
7. **Customize Self (Minor)** - Sensory Unit: Olfactory
8. **Customize Self (Major)** - Sensory Unit: Seismic
9. **Eternal Potion**

Spheres of Might

DC 25 (BAB), 27 (skills) - 10 + 1/2 the attacker's base attack bonus + their practitioner modifier

Tradition: Kinetic Dragoon

[trad] Equip: Unarmored Training

[trad] Equip: Critical Genius (Kinetic Blast)

[trad] Athletics: Expanded (Leap, Swim)

[trad] Athletics: Dolphin Strike

[Light Body 1] Athletics (Run)

[Light Body 3] Athletics: Wall Stunt

[Light Body 5] Athletics: Air Stunt

[ALC bonus] Alchemy Sphere (Salve)

[ALC bonus] Alchemy: Panacea

[MSM bonus] Alchemy: Ambrosia

[Conscript Spec bonus] Alchemy: Tanglefoot

1. Alchemy: Instant Foam
2. Alchemy: Focusing Formula
3. Alchemy: Acid Flask
4. Sniper Sphere
5. Berserker Sphere (D: Unbattered, B: Sanguine Invigoration)
6. [Guardian Sphere](#) (D: Indifferent Defender, B: Greater Delayed Damage)
7. Guardian: Greater Delayed Damage II
8. Guardian: Endure Pain
9. Guardian: Defiant Boar Stance
10. Athletics: Swift Movement
11. Athletics: Dragoon Leap
12. Shield Sphere
13. Shield: Deflecting Shield
14. Shield: Cover Ally
15. Shield: Redirecting Shield (deflect)
16. Scout Sphere (D: Hidden Eyes, B: Active Camouflage)
17. Scout: Heightened Awareness
18. Scout: Sense & Resist Scrying
19. Scout: Find Gap +3 to hit

20. Scout: Lurker
21. Scout: Vanish
22. Scout: Walk Unseen
23. Scout: Discern Illusions
24. Scout: Piercing Eye
25. Scout: True Sight

Spheres of Power

Casting Tradition: Extended Casting x2, Skilled Casting (Alchemy): +1 SP/level

Spell Points (40) - LVL + INT + LVL

[Tradition] Protection (D: Alternate Aegis, D: Limited (Aegis only), D: Protective Brew, B: Instill Aegis, B: Energy Resistance, B: Mystic Shell)

[Tradition] Alteration Sphere (D: Transformative Brew, B: Instill Shapeshift)

1. Light Sphere (D: Touch of Light, D: Subtle, B: Black Light) - Glow 1SP: 65' radius, 110 min
2. Light: Revealing Light
3. Light: Encompassing Glow
4. Alteration: Agile
5. Alteration: Size Change
6. Alteration: Greater Changes
7. Alteration: Elemental Form
8. Alteration: Retain Ability
9. Protection: Breathless
10. Protection: Healing Aegis
11. Protection: Planar Refuge
12. Protection: Preserve Integrity
13. Alteration: Elemental Purity
14. Alteration: Extreme Changes
15. Alteration: Permanent Transformation

Mythic

Path: Gifted

Gifted Mythic Sphere Mastery: Alchemy You may have one permanent formulae at a time per tier, chosen when you craft it. Permanent formulae do not count against your normal limit of formulae crafted and do not expire, though they are still consumed on use. As a swift action, you may expend one mythic power and attempt a Craft (alchemy) check to transform an existing formulae you possess into any other formulae you are capable of crafting. The power of the new formulae is determined by your skill check.

Drawback

Cursed - Phyrexian (Wasting): Your appearance is anathema to most living beings. You take a -4 penalty on Charisma-based skill checks, except for Intimidate.

Mythic Boon

TBD

Expertise:

Alchemy Sphere Specialization: +1 Alchemy Talent, and count as L+1 for Alchemy Talents

Chemical Specialization (Ex): Starting at 3rd level, whenever the conscript throws an alchemical splash weapon and misses, he may select the square in which the splash weapon lands rather than rolling. Whenever an alchemical item created by the conscript would heal a creature's hit points, **any healing in excess of the creature's maximum hit points is applied as temporary hit points that last for 1 hour per conscript class level.**

In addition, the conscript learns how to create an antivenom for any poison he can obtain a sample of. He can prepare such an antivenom in 1 minute; if the conscript has a poison prepared from the alchemy sphere, he can convert it into an antivenom as a full-round action.

Masterful Chemistry (Ex): From 8th level on, the conscript doubles the number of formulae he can have prepared at any one time, and the conscript also gains a +1 to the DCs of their Alchemy sphere poisons.

Path Abilities

1. **Mythic Combat Talents (4)** - bonus talent / odd tier
2. **Perfect Aid** - Whenever you successfully use the aid another action, your ally also adds your tier to the aid another bonus. If you use your surge ability on the aid another roll, add the result of the surge die to this bonus as well.
3. **Mythic Burn** - A number of times per day equal to one-half her mythic tier (minimum 1), the kineticist can expend one use of mythic power to heal all burn she received.
4. **Mythic Eternal Potion (4)** - may have a number of permanent effects at one time equal to 1+1/2 his mythic tier
5. **Precision** - Whenever you make a full attack, your attack bonus on the additional attacks you gain by having a high base attack bonus is 5 higher.

Mythic Feats

1. Mythic Combat Reflexes
2. Mythic Combat Sphere Specialization (Alchemy)
3. Mythic Paragon
4. Mythic Dragon Tattoos
5. TBD

Mythic Abilities

Mythic Power (17/day)

Amazing Initiative (+2) (Ex) +tier to Initiative. 1MP: take an additional standard action during that turn (can't be used to cast)

Hard to Kill (Ex) Automatically stabilize when dying, and only die at neg Con x 2.

Recuperation (Ex) Fully heal after 8 hrs rest; spend ½ remaining MP+1 hr: heal (max HP/2) and restore all non-mythic abilities.

Surge (1d10) (Su) Use 1 MP to increase any d20 roll by the listed amount, after rolled but before the result is known.

Mythic Saves (Ex) whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

Race - Phyrexian Mutant

Based on Android

Racial Traits		Race Point Cost
Type	Humanoid (humanoid, construct)	0
Size	Medium	0
Base Speed	Normal	0
Ability Score Modifiers	Advanced (+2 all physical, +4 INT, -2 CHA)	4
Languages	Standard	0
Defense	Constructed: +4 race vs mind-affecting, paralysis, poison, stun. Immune: disease, sleep. Never gain Morale bonus.	2
	Repairing Nanites: The first time each day that such an android has taken an amount of damage greater than or equal to twice her Hit Dice, the nanites automatically activate, without an action. Her circuitry-tattoos glow with light equivalent to that of a torch for 1 round and she heals a number of hit points equal to twice her Hit Dice	3
	Dual-Minded +2 to Will	1
	Immunity (Acid)	4
	Immunity (Electrical)	5
Feats & Skills	Factual (-4 to Bluff)	-1

	Ironspy: reduce the penalty for using Stealth while moving at full speed by 5 and reduce the Stealth check penalty for sniping by 10.	3
	Flexible Feat	4
	Focused Study	4
	Skilled	4
	skill training (2 skills)	1
Senses	All-Around Vision	4
	Low-Light Vision	1
	Darkvision	1
Other	Arcane Focus (+2 concentration)	1
	Total	41

Notes

THP sources

1. **Berserk** Free, -2 AC : +25 THP (LVL+INT) til start of next turn
2. **Mutagen** When drunk OR 1Q(at start of turn): +25 THP (LVL+INT)
3. **Bio-Ablative Regeneration** 1 burn: +45 THP (LVL*3) for 1 hour
4. **Salve** 8d8+10+25 for 1hr/level

Future options

SoM

- Shield: Perfect Redirection

Work in Progress

Familiar/Automata

Buttermonkey CR –

Monkey - Sage* Protector*

N Tiny animal (monkey)

Init +6; Senses low-light vision, scent; Perception +13

Defense

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 70 (1d8)

Fort +9, Ref +9, Will +3

Offense

Speed 40 ft., swim 20 ft.

Melee bite +13 (1d3-1 plus poison)

Space 2½ ft.; Reach 0 ft.

Statistics

Str 8, Dex 15, Con 14, Int 10, Wis 11, Cha 5

Base Atk +10; CMB +10; CMD 19

Feats Improved Initiative

Tricks Aid, Get Help, Heel, Hunt, Sneak, Watch

Skills Athletics +15 (10 rank, 3 class, 2 DEX); +8 to swim,

Acrobatics +15 (10 rank, 3 class, 2 DEX),

Perception +13 (10 rank, 3 class, 0 WIS),

Sense Motive +10 (10 rank, 0 WIS),

Stealth +23 (10 rank, 3 class, 2 DEX, 8 tiny);

Racial Modifiers +8 to swim

Languages speak with master

SQ aid, empathic link, get help, heel, hunt, sneak, watch

Special Abilities

Aid [Trick] Aids specified creature on command.

Empathic Link (Su) You have an empathic link with your master.

Get Help [Trick] Attempts to bring back people it considers "help"

Heel [Trick] The animal will follow you.

Hunt [Trick] Hunts or forages for food to bring to handler.

Poison (DC 12) (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 STR; cure 1 save. The save DC is Constitution-based.

Sneak [Trick] Creature stays hidden.

Speak with Master (Ex) You can communicate verbally with your master.

Watch [Trick] Stands watch over designated area.