

# Exocist’s *Starfinder* 2e Playtest Party 20B

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## Who Made and Played This Party?

- Exocist made this party, with suggestions from Edna.
- Exocist played this party.

Ghost Operative

- 20th-level pahtra, hunter-stalker
- **Ancestry Feats:** Augmented at 1st **[this appears to be a sheet-building error, though it is very minor, and Augmented could have been shuffled in elsewhere]**, [Clever Improviser](#) at 5th, Confident Actualization **[free action, 1/day]** at 9th, Incredible Improvisation at 13th, Persistent Confidence **[Confident Actualization 1/hour]** at 17th
- **General Feats:** Augmented Body (cyberborn), [Untrained Improvisation](#) ([Clever Improviser](#)), [Adopted Ancestry](#) ([human](#)) at 3rd, [Toughness](#) at 7th, [Incredible Initiative](#) at 11th, [Canny Acumen](#) (Fortitude) at 15th, [Fleet](#) at 19th
- **Skill Feats:** [Trick Magic Item](#) at 2nd, [Quiet Allies](#) at 4th, Holy Talisman at 6th, [Foil Senses](#) at 8th, [Swift Sneak](#) at 10th, [Quick Unlock](#) at 12th, [Pickpocket](#) at 14th, [Legendary Sneak](#) at 16th, Master Troll at 18th, [Legendary Thief](#) at 20th
- **Class Feats:** Mobile Aim **[action]** at 1st, Hair Trigger **[reaction]** at 2nd, Devastating Aim at 4th, Switch Target **[free action]** at 6th, Elusive Target **[reaction action]** at 8th, Impeding Shot **[two actions]** at 10th, Line ‘Em Up **[two actions]** at 12th, Clustered Shots **[two actions]** at 14th, Dual Aim at 16th, Instant Reload at 18th, Combat Reflexes at 20th
- **Class Features:** Aim **[action]**, ghost specialization ([Lengthy Diversion](#)), mobile reload, on the move, Tactical Advance **[action]**, specialized skill set ([Confabulator](#), [Slippery Secrets](#)), urban operator, operative’s edge, critical aim, tactical barrage
- Strength +0, Dexterity +7, Constitution +5, Intelligence +1, Wisdom +4, Charisma +5

- **20th-level item:** Carbon skin, paragon, sold for 350,015 credits
- **19th-level item:** Laser rifle, paragon
- **18th-level item:** Carbon skin, ultimate
- **18th-level item:** 8th-rank spell chip, [hidden mind](#)
- **17th-level item:** Hyper-agility enabler
- **16th-level item:** *Quicklock*
- **16th-level item:** Dermal plating, ultimate, augmentations 1/8

- 550,015 credits
- **172,800 credits:** 3rd-rank spell chip, [heroism](#) ×48
  - **140,000 credits:** Active camouflage, advanced
  - **65,000 credits:** *Flaming module, tactical*
  - **61,000 credits:** *Aeon stone, kaleidoscopic icosahedron*
  - **20,000 credits:** Ultralight wings, superior, augmentations 2/8
  - **20,000 credits:** *Cloaking skin, advanced*, augmentations 3/8
  - **16,500 credits:** *Antigrav harness, tactical*
  - **16,000 credits:** Speed suspension, advanced, augmentations 4/8
  - **15,000 credits:** 5th-rank spell chip, [see the unseen](#)
  - **6,000 credits:** *Hypernerves, tactical*, augmentations 5/8
  - **5,000 credits:** *Frost module, commercial*
  - **5,000 credits:** *Shock module, commercial*
  - **1,600 credits:** Darkvision capacitors, tactical, augmentations 6/8
  - **1,300 credits:** Cardiac accelerator, augmentations 7/8
  - **750 credits:** *Diva’s microphone, commercial*
  - **750 credits:** *Null space chamber, commercial*
  - **600 credits:** *Spell chip*, 1st-rank, [ant haul](#)
  - **500 credits:** Infiltrator’s toolkit, tactical
  - **392 credits:** Card slinger, tactical
  - **350 credits:** Magboots, Bulk 1
  - **200 credits:** Auto-CPR unit
  - 1,273 credits left over for projectile ammo, batteries, kits, and medpatches

- **Perception:** +32 = 4 Wisdom + 20 level + 8 legendary
- **Crafting:** +23 = 1 Intelligence + 20 level + 2 trained
- **Deception:** +34 = 5 Charisma + 20 level + 8 legendary + 1 item
- **Diplomacy:** +27 = 5 Charisma + 20 level + 2 trained
- **(Augmentation) Lore:** +23 = 1 Intelligence + 20 level + 2 trained
- **Religion:** +26 = 4 Wisdom + 20 level + 2 trained
- **Stealth:** +38 = 7 Dexterity + 20 level + 8 legendary + 3 item advanced active camouflage
- **Thievery:** +35 = 7 Dexterity + 20 level + 8 legendary

- **Initiative (Stealth), [Avoid Notice](#) + Search:** +41 = 7 Dexterity + 20 level + 8 legendary + 3 item advanced active camouflage + 3 circumstance [Incredible Initiative](#) with operator’s edge
- **AC:** 44 = 10 base + 4 Dexterity + 20 level + 6 master + 4 item ultimate carbon skin
- **Fortitude:** +33 = 5 Constitution + 20 level + 6 master + 2 item ultimate armor
- **Reflex:** +35 = 7 Dexterity + 20 level + 6 master + 2 item ultimate armor
- **Will:** +32 = 4 Wisdom + 20 level + 6 master + 2 item ultimate armor
- **Hit Points:** 288 = 8 pahtra + (8 operative + 5 Constitution + 1 [Toughness](#)) × 20
- **Dermal Plating, Ultimate:** Resist 8 physical

- **Speed:** 65 feet = 25 feet pahtra + 5 Fleet + 20 status on the move + 15 item advanced speed suspension

- **Paragon Rifle Attack:** +38 = 7 Dexterity + 20 level + 8 legendary + 3 item tracking
- **Paragon Laser Rifle:** 3d8+8 fire, range increment 100 feet, reload 1, Bulk 2, hands 2, elite battery 100 charges, expend 2, tech

Action Hero Soldier

- 20th-level shirren, prismeni
- Background: Disciple (Besmara)
- **Ancestry Feats:** Prismeni Lore at 1st, Eager Assistant at 5th, Spatial Drift at 9th, Opening Roar at 13th, Eager Combatant at 17th
- **General Feats:** [Toughness](#) at 3rd, [Incredible Initiative](#) at 7th, [Adopted Ancestry](#) (vesk) at 11th, [Fleet](#) at 15th, [Canny Acumen](#) (Reflex) at 19th
- **Skill Feats:** Holy Talisman (disciple, Besmara), Intimidating Shot at 2nd, [Trick Magic Item](#) at 4th, Phishing Expertise at 6th, [Terrified Retreat](#) at 8th, [Battle Cry](#) at 10th, Fabricator at 12th, [Magical Crafting](#) at 14th, [Scare to Death](#) at 16th, Phreaker at 18th, [Craft Anything](#) at 20th
- **Class Feats:** Ready Reload **[one action]** at 1st, Shot on the Run **[two actions]** at 2nd, Menacing Laughter **[one action]** at 4th, Fog of War **[two actions]** at 6th, Overwatch **[reaction]** at 8th, Anchoring Impacts at 10th, Dance! at 12th, Fanning the Hammer **[action, emergency hotfixed into flourish]** at 14th, Soldier’s Training at 16th, Spread the Love **[two actions]** at 18th, Hybrid Technique **[two actions]** at 20th
- **Class Features:** Suppressing fire, primary target, action hero, walking armory, fearsome bulwark
- Strength +0, Dexterity +5, Constitution +7, Intelligence +5, Wisdom +5, Charisma –1

- **20th-level item:** Aegis series, paragon, sold for 350,150 credits
  - **19th-level item:** Rotolaser, paragon
  - **18th-level item:** Thinplate, ultimate
  - **18th-level item:** 8th-rank spell chip, [hidden mind](#)
- **17th-level item:** Artificial immortalizer
  - **16th-level item:** *Quicklock*
  - **16th-level item:** Dermal plating, ultimate, augmentations 1/8

- 550,150 credits
- **172,800 credits:** 3rd-rank spell chip, [heroism](#) ×48
  - **66,666 credits:** *Pain journal, tactical*
  - **65,000 credits:** *Flaming module, tactical*
  - **65,000 credits:** *Frost module, tactical*
  - **61,000 credits:** *Aeon stone, kaleidoscopic icosahedron*
  - **20,080 credits:** Machine gun, elite
  - **20,000 credits:** *Cloaking skin, advanced*, augmentations 2/8
  - **16,500 credits:** *Antigrav harness, tactical*
  - **16,000 credits:** Speed suspension, advanced, augmentations 3/8
  - **15,000 credits:** 5th-rank spell chip, [see the unseen](#)
  - **6,000 credits:** *Hypernerves, tactical*, augmentations 4/8
  - **5,000 credits:** *Shock module, commercial*
  - **4,500 credits:** *Programmer’s plushie, tactical*
  - **1,600 credits:** Darkvision capacitors, tactical, augmentations 5/8
  - **1,600 credits:** Jetpack, commercial
  - **1,600 credits:** 2nd-rank spell chip, [tailwind](#)
  - **1,300 credits:** Cardiac accelerator, augmentations 6/8
  - **1,000 credits:** Mobility enhancer, commercial
  - **750 credits:** *Null space chamber, commercial*
  - **600 credits:** 1st-rank spell chip, [ant haul](#)
  - **500 credits:** Infiltrator’s toolkit, tactical
  - **365 credits:** Hammer, tactical, Bulk 1
  - **350 credits:** Magboots, Bulk 1
  - **200 credits:** Auto-CPR unit
  - **150 credits:** Darkvision visor
  - 6,589 credits left over for projectile ammo, batteries, kits, and medpatches

- **Perception:** +29 = 5 Wisdom + 20 level + 4 expert
- **Acrobatics:** +29 = 5 Dexterity + 20 level + 2 trained + 2 item *tactical antigrav harness*
- **Arcana:** +27 = 5 Intelligence + 20 level + 2 trained
- **Computers:** +35 = 5 Intelligence + 20 level + 8 legendary + 2 item *tactical programmer’s plushie*
- **Crafting:** +34 = 5 Intelligence + 20 level + 8 legendary + 1 item
- **Intimidation:** +37 = 7 Constitution fearsome bulwark + 20 level + 8 legendary + 2 item *tactical pain journal*
- **Medicine:** +27 = 5 Wisdom + 20 level + 2 trained
- **(Augmentation) Lore:** +27 = 5 Intelligence + 20 level + 2 trained
- **(Prismeni) Lore:** +33 = 5 Intelligence + 20 level + 8 legendary
- **Piloting:** +27 = 5 Dexterity + 20 level + 2 trained
- **Religion:** +27 = 5 Wisdom + 20 level + 2 trained
- **Society:** +27 = 5 Intelligence + 20 level + 2 trained
- **Stealth:** +27 = 5 Dexterity + 20 level + 2 trained
- **Survival:** +27 = 5 Wisdom + 20 level + 2 trained
- **Thievery:** +27 = 5 Dexterity + 20 level + 2 trained

- **Initiative (Search, Opening Roar):** +39 = 7 Constitution fearsome bulwark + 20 level + 8 legendary + 2 item pain journal + 2 circumstance [Incredible Initiative](#)
- **AC:** 47 = 10 base + 1 Dexterity + 20 level + 8 legendary + 8 item ultimate thinplate
- **Fortitude:** +37 = 7 Constitution + 20 level + 8 legendary + 2 item ultimate armor
- **Reflex:** +33 = 5 Dexterity + 20 level + 6 master + 2 item ultimate armor
- **Will:** +33 = 5 Wisdom + 20 level + 6 master + 2 item ultimate armor
- **Hit Points:** 370 = 10 shirren + (10 soldier + 7 Constitution + 1 Toughness) × 20
- **Dermal Plating, Ultimate:** Resist 8 physical

- **Speed:** 60 feet = 25 shirren + 5 Fleet + 5 Spatial Drift + 15 item advanced speed suspension + 10 status [tailwind](#)
- **Class DC (Area Fire):** 48 = 10 base + 5 Constitution + 16 level + 8 legendary + 3 tracking

- **Paragon Ranged Weapon Attack:** +34 = 5 Dexterity + 20 level + 6 master + 3 item tracking
- **Paragon Rotolaser:** 4d8+3 fire, range increment 30 + 10 = 40 feet, reload 1, Bulk 3, hands 2, elite battery 100 charges, expend 1, automatic, tech

Bombard Soldier

- 20th-level shirren, prismeni
- **Ancestry Feats:** Prismeni Lore at 1st, Eager Assistant at 5th, Spatial Drift at 9th, Opening Roar at 13th, Eager Combatant at 17th
- **General Feats:** [Toughness](#) at 3rd, [Incredible Initiative](#) at 7th, [Adopted Ancestry](#) (vesk) at 11th, [Fleet](#) at 15th, [Canny Acumen](#) (Reflex) at 19th
- **Skill Feats:** Holy Talisman (disciple, Besmara), Intimidating Shot at 2nd, [Trick Magic Item](#) at 4th, Stunt Maneuver at 6th, [Terrified Retreat](#) at 8th, [Battle Cry](#) at 10th, Kip Up **[free action]** at 12th, Push It at 14th, [Scare to Death](#) at 16th, [Nimble Crawl](#) at 18th, Fly Anything at 20th
- **Class Feats:** Warning Spray **[free action]** at 1st, Shot on the Run **[two actions]** at 2nd, Menacing Laughter **[one action]** at 4th, Collateral Witness **[free action]** at 6th, Overwatch **[reaction]** at 8th, Anchoring Impacts at 10th, Dance! at 12th, Fanning the Hammer **[action, emergency hotfixed into flourish]** at 14th, Soldier’s Training at 16th, Spread the Love **[two actions]** at 18th, Hybrid Technique **[two actions]** at 20th
- **Class Features:** Suppressing fire, primary target, bombard, walking armory, fearsome bulwark
- Strength +0, Dexterity +5, Constitution +5, Intelligence +4, Wisdom +5, Charisma –1

- **20th-level item:** Aegis Series, paragon, sold for 350,150 credits
  - **19th-level item:** Zero cannon, paragon
  - **18th-level item:** Thinplate, ultimate
  - **18th-level item:** *Spell chip*, 8th rank, [hidden mind](#)
- **17th-level item:** Artificial immortalizer
  - **16th-level item:** *Quicklock*
  - **16th-level item:** Dermal plating, ultimate, augmentations 1/8

- 550,150 credits
- **172,800 credits:** *3rd-rank spell chip*, [heroism](#) ×48
  - **66,666 credits:** *Pain journal, tactical*
  - **65,000 credits:** *Flaming module, tactical*
  - **65,000 credits:** *Frost module, tactical*
  - **61,000 credits:** *Aeon stone, kaleidoscopic icosahedron*
  - **20,075 credits:** Flamethrower, elite
  - **20,000 credits:** *Cloaking skin, advanced*, augmentations 2/8
  - **16,500 credits:** *Antigravity harness, tactical*
  - **16,000 credits:** Speed suspension, advanced, augmentations 3/8
  - **15,000 credits:** *5th-rank spell chip*, [see the unseen](#)
  - **6,000 credits:** *Hypernerves, tactical*, augmentations 4/8
  - **5,000 credits:** *Loudener, commercial*
  - **5,000 credits:** *Shock module, commercial*
  - **1,600 credits:** Darkvision capacitors, tactical, augmentations 5/8
  - **1,600 credits:** Jetpack, commercial
  - **1,600 credits:** *2nd-rank spell chip*, [tailwind](#)
  - **1,300 credits:** Cardiac accelerator, augmentations 6/8
  - **1,000 credits:** Mobility enhancer, commercial
  - **750 credits:** *Null space chamber, commercial*
  - **600 credits:** *1st-rank spell chip*, [ant haul](#)
  - **500 credits:** Infiltrator’s toolkit, tactical
  - **350 credits:** Magboots, Bulk 1
  - **200 credits:** Auto-CPR unit
  - **150 credits:** Darkvision visor
  - **5 credits:** *Hardlight handwraps, commercial*
  - 6,454 credits left over for projectile ammo, batteries, kits, and medpatches

- **Perception:** +29 = 5 Wisdom + 20 level + 4 expert
- **Acrobatics:** +35 = 5 Dexterity + 20 level + 8 legendary + 2 item *tactical antigrav harness*
- **Arcana:** +27 = 5 Intelligence + 20 level + 2 trained
- **Crafting:** +27 = 5 Intelligence + 20 level + 2 trained
- **Intimidation:** +37 = 7 Constitution fearsome bulwark + 20 level + 8 legendary + 2 item *tactical pain journal*
- **(Augmentation) Lore:** +27 = 5 Intelligence + 20 level + 2 trained
- **(Prismeni) Lore:** +33 = 5 Intelligence + 20 level + 8 legendary
- **Medicine:** +27 = 5 Wisdom + 20 level + 2 trained
- **Nature:** +27 = 5 Wisdom + 20 level + 2 trained
- **Occultism:** +27 = 5 Intelligence + 20 level + 2 trained
- **Piloting:** +33 = 5 Dexterity + 20 level + 8 legendary
- **Religion:** +27 = 5 Wisdom + 20 level + 2 trained
- **Society:** +27 = 5 Intelligence + 20 level + 2 trained
- **Stealth:** +27 = 5 Intelligence + 20 level + 2 trained
- **Survival:** +27 = 5 Wisdom + 20 level + 2 trained

- **Initiative (Search, Opening Roar):** +39 = 7 Constitution fearsome bulwark + 20 level + 8 legendary + 2 item pain journal + 2 circumstance [Incredible Initiative](#)
- **AC:** 47 = 10 base + 1 Dexterity + 20 level + 8 legendary + 8 item ultimate thinplate
- **Fortitude:** +37 = 7 Constitution + 20 level + 8 legendary + 2 item ultimate armor
- **Reflex:** +33 = 5 Dexterity + 20 level + 6 master + 2 item ultimate armor
- **Will:** +33 = 5 Wisdom + 20 level + 6 master + 2 item ultimate armor
- **Hit Points:** 370 = 10 shirren + (10 soldier + 7 Constitution + 1 Toughness) × 20
- **Dermal Plating, Ultimate:** Resist 8 physical

- **Speed:** 60 feet = 25 shirren + 5 Fleet + 5 Spatial Drift + 15 item advanced speed suspension + 10 status [tailwind](#)
- **Class DC (Area Fire):** 48 = 10 base + 5 Constitution + 16 level + 8 legendary + 3 tracking

- **Paragon Ranged Weapon Attack:** +34 = 5 Dexterity + 20 level + 6 master + 3 item tracking
- **Paragon Zero Cannon:** 4d10+3 cold, range increment 40 + 10 = 50 feet, reload 1, Bulk 2, hands 2, elite battery 100 charges, expend 2, area (line), tech, unwieldy



Precog Witchwarper

- 20th-level [android](#), borai
- **Ancestry Feats:** [Emotionless](#) at 1st, Confident Actualization **[free action, 1/day]** at 5th, [Repair Module](#) **[action]** at 9th, Stubborn as... **[reaction]** at 13th, Persistent Confidence **[Confident Actualization 1/hour]** at 17th
- **General Feats:** Augmented Body (cyberborn), [Adopted Ancestry](#) ([human](#)) at 3rd, [Toughness](#) at 7th, [Incredible Initiative](#) at 11th, [Untrained Improvisation](#) at 15th, [Canny Acumen](#) (Fortitude) at 19th
- **Skill Feats:** Holy Talisman at 2nd, Phishing Expertise at 4th, [Continual Recovery](#) at 6th, [Trick Magic Item](#) at 8th, [Ward Medic](#) at 10th, [Swift Sneak](#) at 12th, [Foil Senses](#) at 14th, [Legendary Sneak](#) at 16th, Phreaker at 18th, [Legendary Medic](#) at 20th
- **Class Feats:** Predictive Positioning **[reaction]** at 2nd, Additional Warp Spell (analyst) at 4th, Quantum Transposition **[action]** at 6th, Enlarge Quantum Field **[action]** at 8th, Twisted Dark Zone **[action]** at 10th, Reality’s Anchor at 12th, Multiverse Magic at 14th, Folded Paradoxes (analyst) at 16th, Complete Transposition **[action]** at 18th, Quantum Negation at 20th
- **Class Features:** Warp Reality **[action]**, Quantum Pulse **[free action]**, anchoring spells, precog paradox, core memories anchor, [Assurance](#) (Medicine), Restorative Recollection **[action]**, warped infinities
- **Anchoring Spells:** When you are inside or adjacent to your quantum field and cast a signature spell, the spell gains the anchoring trait.
- **Precog Quantum Field:** You have a modicum of control of the flow of time that surrounds you, allowing you to speed yourself and others up, or decrease the flow of time for others. An enemy creature that uses a move action inside your quantum field takes a –5-foot status penalty to its Speed during that action. You and your allies gain a +5-foot status bonus to Speed when you use a move action inside your quantum field during that action.
- Strength +0, Dexterity +5, Constitution +5, Intelligence +7, Wisdom +5, Charisma –1

- **20th-level item:** Carbon skin, paragon, sold for 350,015 credits
- **19th-level item:** Laser rifle, paragon
- **18th-level item:** Carbon skin, ultimate
- **18th-level item:** 8th-rank spell chip, [hidden mind](#)
- **17th-level item:** Cognition accelerator
- **16th-level item:** *Quicklock* module
- **16th-level item:** Dermal plating, ultimate, augmentations 1/7

- 550,015 credits
- **172,800 credits:** 3rd-rank spell chip, [heroism](#) ×48
  - **140,000 credits:** Active camouflage, advanced
  - **65,000 credits:** *Flaming module, tactical*
  - **61,000 credits:** *Aeon stone, kaleidoscopic icosahedron*
  - **20,000 credits:** Ultralight wings, superior, augmentations 2/7
  - **20,000 credits:** *Cloaking skin, advanced*, augmentations 3/7
  - **16,500 credits:** *Antigravity harness, tactical*
  - **16,000 credits:** Speed suspension, advanced, augmentations 4/7
  - **15,000 credits:** 5th-rank spell chip, [see the unseen](#)
  - **5,000 credits:** *Frost module, commercial*
  - **5,000 credits:** *Shock module, commercial*
  - **4,550 credits:** *Programmer’s plushie, tactical*
  - **1,600 credits:** Darkvision capacitors, tactical, augmentations 5/7
  - **1,600 credits:** 2nd-rank spell chip, [tailwind](#)
  - **1,300 credits:** Cardiac accelerator, augmentations 6/7

- **Initiative (Stealth), [Avoid Notice](#) + Search:** +38 = 5 Dexterity + 20 level + 8 legendary + 3 item advanced active camouflage + 2 circumstance [Incredible Initiative](#)
- **AC:** 42 = 10 base + 4 Dexterity + 20 level + 4 expert + 4 item ultimate carbon skin
- **Fortitude:** +33 = 5 Constitution + 20 level + 6 master + 2 item ultimate armor
- **Reflex:** +31 = 5 Dexterity + 20 level + 4 expert + 2 item ultimate armor
- **Will:** +33 = 5 Wisdom + 20 level + 6 master + 2 item ultimate armor
- **Hit Points:** 288 = 8 [android](#) + (8 witchwarper + 5 Constitution + 1 [Toughness](#)) × 20
- **Dermal Plating, Ultimate:** Resist 8 physical

- **Speed:** 50 feet = 25 [android](#) + 15 item tactical speed suspension + 10 [tailwind](#)
- **Spell DC:** 45 = 10 base + 7 Intelligence + 20 level + 8 legendary
- **Spell Attack:** +35 = 7 Intelligence + 20 level + 8 legendary

- **Paragon Rifle Attack:** +32 = 5 Dexterity + 20 level + 4 expert + 3 item tracking
- **Paragon Laser Rifle:** 4d8+2 fire, range increment 100 feet, reload 1, Bulk 1, hands 2, elite battery 100 charges, expend 2, tech

- **Cantrips:** *Injury echo* **[two actions]**, [detect magic](#), [guidance](#) **[action]**, [shield](#) **[action]**, [telekinetic projectile](#) **[two actions]**
- **1st-Rank Spells (4/Day):** [Fleet step](#) **[two actions]**, [bless](#) **[two actions]**, [lock](#) **[two actions]**, *motivating ringtone* **[two actions, signature]**
- **2nd-Rank Spells (4/Day):** *Instant virus* **[two actions]**, [laughing fit](#) **[two actions]**, [resist energy](#) **[two actions, signature]**, [revealing light](#) **[two actions]**
- **3rd-Rank Spells (4/Day):** *Flashfire* **[three actions]**, [dispel magic](#) **[two actions, signature]**, [fear](#) **[two actions]**, [slow](#) **[two actions]**
- **4th-Rank Spells (4/Day):** *Cairn form* **[action]**, [cleanse affliction](#) **[signature]**, [invisibility](#) **[two actions]**, [vision of death](#) **[two actions]**
- **5th-Rank Spells (4/Day):** *Overload systems* **[two actions]**, [banishment](#) **[two or three actions, signature]**, [command](#) **[two actions]**, [shadow blast](#) **[two actions]**
- **6th-Rank Spells (4/Day):** *Rocket dash* **[two actions]**, [heroism](#) **[two actions, signature]**, [slow](#) **[two actions]**, [wall of force](#) **[three actions]**
- **7th-Rank Spells (4/Day):** [Contingency](#), [haste](#) **[two actions]**, [retroognition](#), [true target](#) **[action, signature]**
- **8th-Rank Spells (4/Day):** [Moment of renewal](#) **[two actions]**, [disappearance](#) **[two actions, signature]**, [quandary](#) **[two actions]**, *singularity seed* **[three actions, Multiverse Magic, signature]**
- **9th-Rank Spells (4/Day):** [Implosion](#) **[two actions]**, [energy aegis](#) **[signature]**, [foresight](#) **[two actions]**, [phantasmagoria](#) **[two actions]**
- **10th-Rank Spells (1/Day):** [Manifestation](#) **[three actions]**
- **Focus Spells (4 Focus Point/Refocus):** *Warp time* **[action]**, *accelerate* **[two actions]**, *time loop* **[two actions]**, *warp probability* **[reaction]**, *alternate outcome* **[reaction]**, *quantum negation* **[two actions]**

- **750 credits:** *Null space chamber, commercial*
- **600 credits:** 1st-rank spell chip, [ant haul](#)
- **500 credits:** Medkit, tactical, Bulk 1
- **365 credits:** Hammer, tactical, Bulk 1
- **350 credits:** Magboots, Bulk 1
- **200 credits:** Auto-CPR unit
- 1,900 credits left over for projectile ammo, batteries, kits, and medpatches

- **Perception:** +29 = 5 Wisdom + 20 level + 4 expert
- **Acrobatics:** +29 = 5 Dexterity + 20 level + 2 trained + 2 item *tactical antigrav harness*
- **Arcana:** +29 = 7 Intelligence + 20 level + 2 trained
- **Computers:** +37 = 7 Intelligence + 20 level + 8 legendary + 2 item *tactical programmer’s plushie*
- **Crafting:** +30 = 7 Intelligence + 20 level + 2 trained + 1 item
- **Medicine:** +34 = 5 Wisdom + 20 level + 8 legendary + 1 item tactical medkit
- **Nature:** +27 = 5 Wisdom + 20 level + 2 trained
- **(Augmentation) Lore:** +29 = 7 Intelligence + 20 level + 2 trained
- **Occultism:** +29 = 7 Intelligence + 20 level + 2 trained
- **Piloting:** +27 = 5 Dexterity + 20 level + 2 trained
- **Religion:** +27 = 5 Wisdom + 20 level + 2 trained
- **Society:** +29 = 7 Intelligence + 20 level + 2 trained
- **Stealth:** +36 = 5 Dexterity + 20 level + 8 legendary + 3 item advanced active camouflage