

Katrina Crepusculum(Creazy Kat) Scintilla 124312-703

Race: Human Theme: Ace Pilot Class: Operative(Dare Devil) - 13

Chaotic Good Deity: Desna Sex: Female Home: Absalom Station

Str 10 +2 +2 +2 16 +3 HP:4+(6*L)+(2*L) = 108 Spd: 50ft/30ft fly
Dex*10 +2 +1 +5 +1 +4 +1 24 +7 SP:(6+3+T)*L = 130
Con 10 +2 +2 +2 16 +3 RP:max(int(L/2),1)+7+2 = 15
Int 10 +2 +2 +2 16 +3
Wis 10 +2 12 +1 KAC:10+7+15 = 32 Init: 7+4 = 11
Cha 10 +1 +2 +2 +2 +1 18 +4 EAC:10+7+14 = 33

BAB: 9 Fort: 4 + 3 + 3 = 10 Second Seekers
MAB: 9 + 3 = 12 Ref: 8 + 7 + 1 = 16 Luwazi Elsebo
RAB: 9 + 7 = 16 Will: 8 + 1 + 1 = 10

Proficiencies: Light Armour, Basic Melee Weapons, Small Arms, Sniper Weapons

Theme Knowledge: Pilot:+1 bonus

Lone Wolf (Theme 6th)

Need for Speed (Theme 12th)

Operative's Edge +4 (+4 insight to init & skill checks)

Specialization: Daredevil

Skill Focus(Athletics) Skill Focus(Acrobatcs)

Trick Attack +7d8

Evasion

Operative Exploit(Nightvision - Lowlight vision & 60ft Darkvision)

Quick Movement (+20ft)

Weapon Specialization (+int(L/2)dam for small arms & operative weapons, +L everything else except grenades)

Dehibilitating Trick (make opponent flat-footed or off-kilter)

Operative Exploit(Combat Feat(Weapon Proficiency(Advanced Melee Weapons)))

Specialization Exploit: Versatile Movement (Climb & Swim speed = Land Speed)

Operative Exploit(Enhanced Senses - Blindsense 60ft)

Specialization Skill Mastery (Can take 10 on Piloting, Acrobatics, Athletics even when stressed)

Uncanny Agility (Immune to flatfoot, no bonuses from being flanked or prone)

Operative Exploit(Combat Feat(Farshot) [-1 penalty per range increment])

Triple Attack (When making a full attack using only melee weapons with the operative special property or small arms, you can make up to three attacks instead of two.)

Operative Exploit(Improved Evasion)

Specialization Power(Terrain Attack (Ex): At 11th level, when you and a foe are both balancing, climbing, flying, or swimming, you automatically succeed at any Bluff check required to make a trick attack against that foe.)

Operative Exploit(Uncanny Mobility)
Quad Attack

Skills: $(8+3+H) * L = 156$

Acrobatics(Dex) $13 + 7 + 3 + 4 + 0 = 27$

Athletics(Str) $13 + 3 + 3 + 4 + 0 = 23$

Bluff(Cha) $5 + 4 + 3 + 4 + 0 = 16$

Computers(Int) $12 + 3 + 3 + 4 + 0 = 22$

Culture(Int) $6 + 3 + 3 + 4 + 0 = 16$ (Castrovelian, Morlamaw, Aquan, Jinsul, Kalo, Aklo)

Diplomacy(Cha) $12 + 4 + 0 + 4 + 0 = 20$

Disguise(Cha) $3 + 4 + 3 + 4 + 0 = 14$

Engineering(Int) $4 + 3 + 3 + 4 + 0 = 14$

Intimidate(Cha) $3 + 4 + 3 + 4 + 0 = 14$

Life Science(Int) $6 + 3 + 3 + 4 + 0 = 16$

Medicine(Int) $1 + 3 + 3 + 4 + 0 = 11$

Mysticism(Wis) $13 + 1 + 0 + 4 + 0 = 18$ (+4 with Library Chip)

Perception(Wis) $13 + 1 + 3 + 4 + 0 = 21$

Physical Science(Int) $6 + 3 + 3 + 4 + 0 = 16$

Piloting(Dex) $13 + 7 + 3 + 4 + 1 = 28$

Profession(Mermaid)(Cha) $12 + 4 + 3 + 4 + 0 = 23$

Profession(Vid blogger)(Cha) $5 + 4 + 3 + 4 + 0 = 16$

Sense Motive(Wis) $12 + 1 + 3 + 4 + 0 = 20$

Sleight of Hand(Dex) $12 + 7 + 3 + 4 + 0 = 26$

Stealth(Dex) $12 + 7 + 3 + 4 + 0 = 26$

Survival(Wis) $6 + 1 + 3 + 4 + 0 = 14$

Languages - Common, Ysokian, Castrovelian, Morlamaw, Aquan, Jinsul, Kalo, Aklo

Feats:

L1: Toughness

H: Kip Up

L3: Skill Focus(Pilot) [insight bonus] / Zero-G Training

L5: Sky Jockey [Starship Speed +1]

L7: Swimming Master

L9: Jet Charge

L11: Underwater Brawler

L13: Skill Synergy(Physical Science, Life Science)

Weapons:

Tactical Knife [Basic Melee, 1H, Analog, Operative] (L7 +16 2d4+6S)

UW Elite Semi-Auto Pistol [Small Arms, 1H, Analog] (L10, +16 3d6+6P 60ft) - 17b

UW Tactical Starknife - Returning [Advanced Melee, Analog] (L1 +12 1d8+12P 20ft)
 Hailstorm Zero Pistol [Small Arms, 1H] (L10, +16, 2d6+6C, 60ft C(staggered) US2) - 40c
 UW Pilot Handcoil [Small Arms, 1H] (L11, +16, 2d8+6E, 60ft, US 4) - 16c
 UW Corona laser pistol [Small Arms, 1H] (L6 +16 2d4+6F 90ft C(burn, 1d4), US1) - 20c
 UW Thunderstrike sonic pistol [Small Arms, 1H] (L4 +16 1d8+6So 40ft C(Deafen),US2) -

6c

Shirren-eye rifle, tactical [Sniper, 2H] (L2 +16 1d10+12P 70ft) - 16b

Survival Knife [Basic Melee, 1H, Analog, Operative] (L1 +16 1d4+6S)
 UW Tactical semi-auto pistol [Small Arms, 1H, Analog] (L1 +16 1d6+6P 30ft) - 0b
 UW Advanced semi-auto pistol [Small Arms, 1H, Analog] (L7 +16 2d6+6P 60ft) - 0b
 UW Azimuth laser pistol [Small Arms, 1H] (L1 +16 1d4+6F 80ft C(burn, 1d4), US1) - 20c
 Frostbite Zero Pistol - Ghost Killer [Small Arms, 1H] (L5, +16 1d6+6C, 60ft C(staggered)

US1) - 14c

Lenticular Lens Pistol [Small Arms, 1H, Unwieldy] (L10, +16, 2d8+6F, 80ft, C(burn, d8),
 US 4) - 28c

Trick Attack (taking 10) 36 (CR 16 or lower) for 6d8 extra damage

Armour:

Plexigrass Body Suit III [Light] (L13, +15 EAC +16 KAC, 4s, ACP 0 MDB 8) - Black
 Force Field update, 2s(10c,tHP10,3fh), Jetpack (30ft, average, 1s, 2c/rnd, Hydrojets +10swim
 spd, 1s, 2c/hr]

Clearweave II [Light] (L9, +12 EAC, +12 KAC, 3s, ACP 0, MDB 5)

D-Suit Mrk3 [Light] (L9, +11 EAC, +12 KAC, 3s, ACP 0, MDB 6) -

Second Skin [Light] (L1, +01 EAC, +02 KAC, 1s, ACP 0, MDB 5)

Flightsuit [Light] (L1, +00 EAC, +01 KAC, 0s, ACP 0, MDB 6)

Items:

Mrk 1 Serum of Healing (d8) - 3

Mrk 2 Serum of Healing (3d8) - 3

Mrk 3 Serum of Healing (6d8) - 3

Mrk 2 Ring of Resistance

Mrk 1 Mindlink Circuit

Mrk 2 Ability Crystal (+4 Dex)

Mrk 1 Ability Crystal (+2 Cha)

Medpatch - 6

Hygiene Kit

Personal Comms

Tier-2 Computer

Flashlight

Binders

Batteries(20c) - 5

Batteries(40c) - 3

Starfinder Backpack
 Datapad
 Ion Tape
 Scanner, enhanced camera
 Library Chip - Mysticism
 Radiation Badge
 Chemalyser
 Scanner, True-Frame Camera

Augments:

Gill Sheath

Log:		1000			
Survival Knife (1 1d4S)	95				
Tactical semi-auto pistol (30 rnds) (1, 1d6P)	260				
Flightsuit (+0 EAC, +1 KAC)	95				
Personal Comm	7				
Serum of Healing - Mrk1	50				
Medpatch	50				
Azimuth laser pistol (20 charges) (1, 1d4F)	350				
Gill sheath	95	(942)	58		
1-05 The First Mandate	737	795	+1xp	+2f	
SS+3(3),AQ+1(1)					
Mrk 1 Serum of Healing (x2)	(100)	695			
1-01 The Commencement	523	1218	+1xp	+2f	SS+2(5)
Star Sugar Heartlove Album	(50)	1168			
1-09 Live Exploration Extreme!	740	1908	+1xp	+2f(6)	SS+2(7)
Hygiene Kit	3				
Industrial Backpack	25				
Everyday Clothing	1				
Environment Clothing (Zero G)		10			
Environment Clothing (Underwater)	10				
Professional Clothing (UW Dance)	5				
Formal Wear	5				
Gear Clamp	100				
Battery(20c)	60				
Tier-2 Computer		250			
Flashlight	1				
Binders		5			
Second Skin (+1KAC, +2EAC)		250			
Holoskin	500				
Tactical Starknife	110				

Engineering Tool Kit	20					
Hacking Tool Kit	20	(1375)	533			
Level 2						
1-10 The Half-Alive Streets		735	1268	+1xp	+2f	SS+2(9)
1-03 Yesteryear's Truth		741	2009	+1xp	+2f	
SS+2(11),WF+1(1),AQ+0(1)						
1-12 Ashes of Discovery		767	2776	+1xp	+2f	SS+2(13)
Mrk 1 Serums of Healing (x4)	200					
Battery (20c)	60					
Medpatches (x4)		200				
Mrk 1 Ring of Resistance [Fort]		735	(1195)	1581		
Level 3						
1-00 Claim to Salvation		1530	3011	+1xp	+2f	SS+2(15)
Mrk 2 Serum of Healing (x3)	1275					
Shirren-eye tactical sniper rifle	755	(2030)	981			
1-13 On The Trail of History			1522	2503	+1xp	+2f
SS+3(18)						
1-08 Sanctuary of Drowned Delight			1523	4026	+1xp	+2f
SS+2(20),WF+1(2),AQ+0(1)						
Underwater Azimuth Laser Pistol		385				
Underwater Tactical Starknife	121					
Underwater Tactical Semi-Auto Pistol		286				
D-Suit 1 (+5 EAC, +6 KAC)	2980	(3672)	354			
Level 4						
1-18 The Blackmoon Survey		1473	1827	+1xp	+2f	
SS+2(22)						
1-20 Duskmire Accord 9		1158	2985	+1xp	+2f	SS+2(24)
1-11 In Pursuit of the Scoured Past			1539	4524	+1xp	+2f
SS+2(26)						
Starfinder Backpack	750					
Canteen		1				
Clothing, Athletic	5					
Clothing, Party		5				
Clothing, Uniform	5					
Glass Cutter (Mrk 2)	400					
Aerosol Spray	80					
Perfume, Standard	50					
Rope, 50ft	1					
Clothing, reconfigurable	125					
Chemalyser	150					

Emergency Beacon	100	
Datapad		55
Radiation Sweeper	500	
Ion Tape	375	
Scanner, enhanced camera	1375	(3977) 547

Level 5

1-17	Reclaiming the Time Lost Tear	4127	4694	+1xp	+2f
SS+3(29)					
	Advanced Diasporian sniper rifle(#10)	(3750)	944		
1-99	The Scoured Stars Invasion	4141	5085	+1xp	+2f SS+2(31)
1-23	Return to Sender	4079	9164	+1xp	+2f(30)
SS+2(33),WF+0(2),AQ+1(3),DP+1(1)					
	Jetpack	3100			
	UW Sonic Pistol, Thunderstrike (L4)	2530			
	Mrk 1 Mindlink Circuit	1600			
	Returning Fusion for Starknife (Lvl 1)	120	(7350)	1814	

Level 6

1-25	The Beacon Code Dilemma	4118	5932	+1xp	+2f
SS+2(35)					
	Mrk 2 Ring of Resistance (#12)	4200			
	Sniper Scope	1350	(5550)	382	
1-34	Heart of the Foe	4051	4433	+1xp	+2f
SS[LE]+3(38),SS[J]+1(1),WF+0(2),AQ+0(3),DP+0(1)					
1-31	Treading History's Folly	4097	8530	+1xp	+2f(36)
SS[LE]+2(40),SS[J]+1(2),WF+0(2),AQ+0(3),DP+0(1)					
	Ghost Killer Frostbite Zero Pistol(L5)	3780			
	Professional Tools	20			
	Gear Clamp (x2)	200	(4000)	4530	

Level 7

1-29	Honourbound Emissaries	5951	10481	+1xp	+2f
SS[LE]+2(42)					
1-39	The Herald's War	5826	16307	+1xp	+2f(40)
SS[LE]+3(45),SS[J]+1(3),WF+0(2),AQ+0(3),DP+0(1)					
	D-Suit III	13300			
	Mrk 3 Serum of Healing	1950			
	Mrk 2 Serum of Healing (x2)	850			
	Mrk 1 Serum of Healing (x3)	150	(16250)	57	
	Purchase Second Seekers(Jadnura) Champion Boon				-2f
	Year of the Scoured Stars Boon (+2 CHA,+2Resolve, +1Saves, +2hp/L)				
	-8f [-8 ACP]				

	Activate United Society Boon (1-39)				-4
2-04	Future's Fall	10311	10368	+1xp	+1f(27)SS[J]+1(4)
	Mrk 2 Ability Crystal (+4 Dex)	6500			
	Mrk 1 Ability Crystal (+2 Cha)	1400	(7900)	2468	

Level 8

2-18	Forbidden Tides	5899	8367	+1xp	+2f
	SS[J]+2(6), EG+1(1)				
	Batteries(20c) x6	360			
	Library Chip - Mysticism	250			
	UW Tactical Semiauto Pistol	6050	(6660)	1707	
2-16	A Scoured Home	5907	7614	+1xp	+2f
	SS[J]+3(9), WF+1(3)				
	Radiation Badge	(100)	7514		
1-19	To Conquer the Dragon	5813	13327	+1xp	+2f(33)
	SS[J]+2(11)				
	Clearweave II (EAC+12, KAC+12 MDB5 US2)	13150			
	Sell Diasporian Sniper Rifle	(375)			
	Sell D-Suit Mrk 1	(298)	(12477)	850	

Level 9:

2-00	Fate of the Scoured Stars	14458	15308	+1xp	+6f(39)SS[J]+3(14),
	SS(LE)+1(46)				
	Black Force Field update (10c,tHP10,3fh)	(10500)	4808		
2-20	Shades of Spite	14481	19289	+1xp	+2f(41)
	SS[J]+2(16), SS(LE)+1(47)				
2-24	Cornered Rat	14226	33515	+1xp	+2f(43)SS[J]+2(18),
	SS(LE)+1(48)				
	Null Space Chamber, Mrk 2	12250			
	Mrk 3 Serum of Healing (x2)	3900	(16150)	17365	

Level 10:

3-06	Rise of the Vault Lord	14530	31895	+1xp	+2f(45)SS[J]+2(20)
	Hydrojets	(1400)	30495		
2-14	Data Purge	14518	45013	+1xp	+2f(47)DP+1(2),
	SS(LE)+3(51)				
	Hailstorm Zero Pistol	16900			
	UW Elite Semi Auto Pistol	20020	(36920)	8093	
3-08	FT: The Darkside Depository	14546	22639	+1xp	+2f(49) SS[J]+2(22)

Level 11:

3-14	FT: Hollow Lies.	22297	44936	+1xp	SS[J]+2(24)
	Lenticular Lens Pistol	17100			

	Mark 3 Healing Serum	1800			
	Mark 2 Healing Serum	425			
	Mark 1 Healing Serum	50			
	Antigravity Belt	6500			
	Battery (20c)	60			
	High Capacity Battery (40c)	330	(26265)	18671	
3-20	FT: Everchanging Revelation		30058 48729	+1xp	SS[J]+2(26)
	UW Pilot Handcoil	26400			
	High Capacity Battery (x2)	660			
	Glameur Projector Armour Upgrade	1350			
	Chemalyser	150			
	Scanner, True-Frame Camera		12250 (40810)	7919	
4-09	Through Sea and Storm		30082 38001	+1xp	
	SS[J]+2(28), SS[EH]+1(1)				
	Tactical Knife(L7, 2d4S)	6000			
	UW Corona Laser Pistol (L6,2d4F)	4697			
	Hailstorm Zero Pistol	16900	(27597)	10404	

Level 12:

5-10	Shadow of the Vault Lord		30068 40472	+1xp	SS[J]+2(30)
6-04	Secrets Long Submerged		22262 62734	+1xp	
	SS[J]+2(32), SS[EH]+1(2)				
5-15	Beta Test		55142 117876	+1xp	
	SS[J]+2[34]				
	Plexigrass Body Suit III	51000			
	Starknife, Sintered	9810			
	Hydrofoil Speedboat	20500			
	Submersible Tour Boat	2500			

Level 13:

HFD Sonic Pistol 71300

3-06: Slicer 11, Deek, Twikton, OTTO, Hooloo

2-14: Koenig, Jeegah, A.M.E, Longshon

3-08: Ptthhhhbbbbb (Ringmaster) of Bretheda, iX, Venizandrikal, Ziyass

3-14: Sliver, Jaqweh, Baum, Malik

3-20: Sliver, Wick, A'tienne, Dysalti

Tier 4 Reputation for All Faction rewards

Tier 4 Reputation with Second Seekers(LE)

Tier 2 Reputation with Second Seeker(J)

Tier 0 Reputation with Wayfinders, Acquisitives, Exo-Guardians and Dataphiles

Notes

Learned to fly in order to one day get her own exploration ship. Likes going really really fast.

Joined the Second Seekers in order to help rescue her parents from the Scoured Stars.

Discovered they're now dead. Elder sister Selene Scintilla (124312-709) rescued.

Took part in an Eoxian Reality Show exploring Salvation's Moon (1-09)

Spent time on Arniselle restoring the Starfinder Lodge and working with the Morlamaws (1-08)

Training in underwater missions with what is left of the Manta Corps (Manta Rider Suulhu-Huur (female Kalo soldier))

Prefers being underwater or in zero-g

Wants to return the unicorn (Silvermane) to her home planet (1-20)

Has a pet octoshark called Ursula (1-23)

Should learn more mysticism (2-18)

Boons

SS Faction Pin (Promotion) [Perception, Diplomacy +2d4, +2 any other skill once per scenario]

Second Seeker[Luwazi Elsebo] Champion (Faction)

1-05 High Society Influence (Ally)

Honorary Spider (Social)

Journey to the Scoured Stars #1 (Unidentified)

Protector of the Future (Slotless)

1-01 Factions Friend (Social)

Marked Field Agent (Slotless)

Star Sugar Heartlove!!! (Slotless)

1-09 Budding Media Celebrity (Social) [use icon's 6th level theme]

Dwarven Admittance (Personal)

Salvation's Delver (Slotless)

1-10 AbadarCorp Augmentation (Social)

Halfling Admittance (Personal)

1-03 Automated Defense (Starship)

Friend of the Ghibrani (Social)

Ghibrani Linguist (Slotless)

1-12 Contractor's Respect [AbadarCorp] (Social)

Star Monster Slayer (Starship)

1-00 Society Contract (Slotless)

Claimant to Salvation (Slotless)

1-13 First Skirmish (Social/Starship)

Journey to the Scoured Stars #3 (Unidentified)

1-08 Morlamaw Admittance (Personal)

Morlamaw Linguist (Slotless)
 Suulhu-Huur's Debt (Ally)
 1-18 Sarcesian Admittance (Personal)
 1-20 Duskmire Allegiance - Unicorn (Ally)
 1-11 Athaeum Insight (Social)
 Iteration-177's Attention (Ally) [Sanguine]
 Journey to the Scoured Stars #2 (Unidentified)
 1-17 Devolved[Simian] (Personal)
 Journey to the Scoured Stars #4 (Unidentified)
 Ralveen's Visor (Slotless)
 1-99 Defender of the Fleet (Starship)
 Scoured Stars Survivor (Personal)
 Scoured Stars Veteran (Slotless)
 1-23 Jinsul Linguist (Slotless)
 Surviving Companion (Slotless, Vanity)
 1-25 Drift Maven (Starship)
 Triunite Technourgy (Slotless)
 1-34 Jinsul Witness (Personal)
 Journey to the Scoured Stars #7 (Unidentified)
 1-31 Journey to the Scoured Stars #6 (Unidentified)
 Spirits of a Doomed People (Ally)
 1-29 Journey to the Scoured Stars #5 (Unidentified)
 1-39 Journey to the Scoured Stars #8 (Unidentified)
 United Society (Social)
 Second Seeker[Jadnura] Champion (Faction)
 2-04 Saviour of Vesk-XX (Social)
 2-18 Mark of the Eternal Source (Social)
 TPKon8 Relaxation Suite Expansion Bay (Starship)
 2-00 Kadrical Rises (Slotless)
 Overcome the Past (Slotless) [+4f]
 Saviour of the Scoured Stars (Social)
 Slayer of Godspawn (Slotless) [Free 5th level mystic cure, CL=L]
 2-20 Data Stalker (Social)
 2-24 Datch's Dispassion (Slotless)
 First Seeker's Final Request (Slotless SS(LE)-4)
 2-14 Datch's Ire (Ally Boon)
 Focus of the Forum (Social)
 ACP: Scrappy Little Ship (Starship)
 ACP: Experienced Diplomat (Slotless) (Once/adventure spend 1RP to reroll failed diplomacy check)
 ACP: Pass the Torch (Slotless)
 ACP: Starfinder Forum Member (applied to -723)
 ACP: First Seeker Candidate

