

| SP 5/5 HP 11/11 | [ooc] RP 5/5[/ooc] | EAC 15, KAC 16 | [ooc]Fort +0; Ref +4; Will +2[/ooc] | Init: +4 |  
[ooc]Perc: +4, SM: +6[/ooc]

| Speed 25ft | [ooc] Paradoxes: 3 (to be rolled)[/ooc] | Spells 1st: 3/3 | [ooc]Active conditions: None[/ooc]

[ooc]Male NG Dwarf Starwalker Precog 1[/ooc]

[Spoiler=PFS Info] =====

Character name: Threzolmn Cinderfall SFS

PFS ID: 108507-707

Level 1

[Spoiler=Character sheet] =====

Dwarf Starwalker PRecog 1

NG Medium Humanoid (Dwarf)

[b]Init:[/b] +4; [b]Senses:[/b] Perception +4, Sense motive +6,

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Defense

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[b]KAC:[/b] 16, [b]EAC:[/b] 15

[b]HP:[/b] 11; [b]SP:[/b] 5

[b]RP:[/b] 12

[b]Fort:[/b] +3, [b]Ref:[/b] +12, [b]Will:[/b] +3

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Offense

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[b]Speed:[/b] 30 ft.

[b]Melee:[/b] +4 (1d4-1 B Baton Tactical)

[b]Ranged:[/b] +4 (1d10 E&F Plasma Bolter)

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Statistics

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[b]Str[/b] 8, [b]Dex[/b] 18, [b]Con[/b] 10, [b]Int[/b] 16, [b]Wis[/b] 11, [b]Cha[/b] 10

[b]Base Attack Bonus:[/b] +0

[b]Feats:[/b] Mystic Strike

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[Spoiler=Skills and Languages]=====

Skill ranks total (72)

[b]Trained Skills[/b]

\*Acrobatics (1 rank, theme bonus): +9

\*Bluff (1 rank): +4

Computers (0 ranks): +3

\*Culture (1 rank, Ship dwarf): +9

\*Diplomacy (1 rank, Tradition mender): +6

Engineering (0 ranks): +3

Life Science (0 ranks): +3

Medicine (0 ranks): +3

\*Mysticism (1 rank): +4

\*Perception (1 rank): +4

Physical Science (0 ranks): +3

\*Piloting (1 rank): +8

\*Profession (Librarian, Int, 1 Rank): +7

\*Sense Motive (1 rank, Ship dwarf): +6

\*Stealth (1 rank): +8

[b]Untrained skills[/b]

Athletics: -1

Disguise: +0

Intimidate: +0

Survival: +0

[b]Starship-Combat Version of Skills[/b]

Threlomn loves to fire weapons on a ship, using his experience as a pilot to determine where the enemy ship will likely fly next and firing with a high amount of accuracy. He can also pilot in a pinch but he rather that he doesn't have the lives of himself and everyone on board in his hands, just in case a time fit hits him.

Gunnery: +5

Piloting: +8

Languages: Common, Dwarven, Elven, Lanshunta, Halfling, Orc,

[/spoiler]=====

[Spoiler=Equipment]=====

[b]Weapons and Armor:[/b]

Plasma Bolter, Second Skin, Tactical Baton

## [b]Consumables[/b]

Spare battery (20 charges, x2)

## [b]Other Gear[/b]

## [b]Monetary[/b]

Cred stick in the form of a bookmark with XXX credits

\*Generally not taken when traveling.

()=In backpack

## [b]Encumbrance[/b]

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[Spoiler=Class Abilities]=====

## [b]SPELLS[/b]

## [b]ANCHOR[/b]

You have a preternatural affinity for an aspect of time itself that grants you power. Your anchor grounds your ability to interact with time and provides the foundation of all your powers. The exact nature of your specific anchor might be specific to you or be a broad element shared by other precogs. You must pick an anchor upon taking your first level of precog—once made, this choice can't be changed.

### [i]Focal Paradox[/i]

Your anchor provides you a particular aptitude when using your paradox ability (see below).

## [b]PARADOX (SU)[/b]

Your unique relationship with time allows you to dexterously manipulate its flow at key moments, allowing you to know what's going to happen before it transpires.

Each day when you regain your spell slots, you also gain a number of paradoxes equal to 1 + half your Dexterity modifier (minimum 2) and lose any unused paradoxes from the previous day. Whenever you gain these or any other paradoxes, roll 1d20 for each and record the result associated with that paradox. You can never reroll paradoxes.

Many precog abilities allow you to use a paradox in place of a specific d20 roll you would make, using the paradox's associated result instead of rolling a random result. The paradox functions in every way like a normally rolled die; a paradox of 1 functions as a natural 1 and a paradox of 20 functions as a natural 20. You can't use a paradox for a die that has already been rolled or rerolled, and you can't reroll a paradox. Some precog abilities simply require you to use a paradox, without using its associated result. Regardless of how you use a paradox, it is lost and can't be used again.

At 1st level, you can use a paradox in place of your d20 roll for an ability score check or caster level check. In addition, you can use a paradox on a d20 roll associated with your anchor's focal paradox, and once per day when you do, you immediately gain a new paradox.

At 3rd level, you can also use paradoxes in place of your initiative checks, Reflex saving throws, and skill checks (for skills you are trained in).

At 5th level, you can also use paradoxes in place of your attack rolls, Fortitude and Will saving throws, and skill checks (for skills you are untrained in).

#### [b]TEMPORAL ANOMALY (SU)[/b]

Temporal anomalies represent your ability to channel your unique relationship with time into tangible actions. You learn your first temporal anomaly at 2nd level, and an additional temporal anomaly every 3 levels thereafter. Unless otherwise stated, the effects of a temporal anomaly last for a number of rounds equal to your precog level. If a temporal anomaly allows for a saving throw to resist its effects, the DC is equal to 10 + half your precog level + your Dexterity modifier.

Unless otherwise specified, you can't learn a given temporal anomaly more than once.

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[spoiler=Anchor and Temporal Anomalies]=====

#### [bigger][b]ANCHOR[/b][bigger]

#### [b]TIMEWARPED[/b]

Countless civilizations have experimented with technological means of achieving time travel. Though it appears no known civilization has yet mastered such technology, failed attempts can be found throughout the galaxy. Your bond with (or perhaps disconnect from) the flow of time stems from some technological origin. Perhaps you were the test subject of an experimental time travel device or you unexpectedly activated a malfunctioning chronal technology from a long-lost civilization.

[b]Focal Paradox:[/b] Initiative checks.

#### ~~~~~ [bigger]NEXT LEVEL:[/bigger]

#### [s] [bigger][b]TEMPORAL ANOMALIES[/b][bigger]

#### [i]2nd level[/i]

#### [b]FUTURE TRAINING (Ex)[/b]

Whether your expertise results from knowledge imparted by a specific source or the cumulative effect of extensive training and preparation for some future event, you've come to master multiple means of defending yourself. You gain proficiency with two of the following that you are not already proficient with: heavy armor, advanced melee weapons, heavy weapons, longarms, or sniper weapons.

You can select this temporal anomaly a second time; you must select different proficiencies.

[ooc]Longarms and Heavy weapons selected[/ooc][s]

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[Spoiler=Racial Abilities]=====

#### [b]ALTERNATIVE ABILITY ADJUSTMENTS[/b]

Some dwarves initiated a new Quest for Sky and gathered on a generation starship, seeking the ultimate sky in an alien place or remote galactic region. These dwarves adapted to zero-g but lack the hardiness of kin they left behind. Such dwarves have ability score adjustments of +2 Dexterity, +2 Intelligence, and -2 Strength rather than the adjustments found in the Starfinder Core Rulebook.

#### [b]ZERO-G DWARF[/b]

Unlike most of their kin, dwarves living in space feel more at ease when weightless than when grounded. These dwarves have a land speed of 25 feet. They gain a +4 racial bonus on Acrobatics and Athletics checks to avoid becoming off-kilter and can always take 10 on such checks. They also have a climb speed of 25 feet, but only for moving along a wall with handholds at full speed in zero-g.

This replaces slow and steady.

#### [b]STONECUTTING[/b]

Dwarves gain a +2 bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

#### [b]ADAMANT MAGE[/b]

Dwarves with this trait gain a +2 racial bonus to AC against attacks of opportunity provoked by casting a spell and against readied actions triggered by spellcasting.

This replaces weapon familiarity.

#### [b]SHIP DWARF[/b]

In the few centuries since the end of the Gap, some dwarves have adapted to life in homes where interaction with other cultures is a constant, and where light can be summoned with the flick of a switch. Ship dwarves gain a +2 racial bonus to Sense Motive and Culture checks.

This replaces darkvision.

#### [b]TRADITION MENDER[/b]

There is a movement among dwarves to heal past prejudices, and make friends with beings once deemed foes. These dwarves gain a +2 racial bonus to Diplomacy and Sense Motive checks.

This replaces traditional enemies.

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[Spoiler=Theme Abilities]=====

#### [b]THEME KNOWLEDGE[/b]

A lifetime of stargazing has made the constellations as familiar to you as your native tongue, and you know how to interpret the stars even when their appearance varies from one star system to another. Reduce the DC of Piloting checks to navigate or astrogate by 5, and you can perform these checks in 1 minute for star systems with which you are familiar. Acrobatics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Acrobatics checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

[/spoiler]=====

[Spoiler=Feats]=====

#### [b]MYSTIC STRIKE[/b] [1st level]

Your magical power flows into your weapons.

[b]Prerequisites:[/b] Ability to cast spells.

[b]Benefit:[/b] Your melee and ranged attacks count as magic for the purposes of bypassing damage reduction and other situations, such as attacking incorporeal creatures.

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[Spoiler=Spells]=====

0th level spells known: 4

[url=https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Detect%20Magic&Family=None]Detect magic[/url]

[url=https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Mending&Family=None]Mending[/url]

[url=https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Stabilize&Family=None]Stabilize[/url]

[url=https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Token%20Spell&Family=None]Token spell[/url]

1st level known: 2

Death's Door: 1d10 Damage and 2 Strength damage (Fort save halves damage and ignores ability damage) See spoiler:

Swap Initiative: Reaction, after rolling Init, swap places with a willing creature.

[s][url=https://www.aonsrd.com/SpellDisplay.aspx?ItemName=Incompetence&Family=None]Incompetence[/url] FOR LATER![/s]

[spoiler]

[b]School[/b] transmutation

[b]Casting Time[/b] 1 standard action

[b]Range[/b] close (25 ft. + 5 ft./2 levels)

[b]Targets[/b] one living creature

[b]Duration[/b] instantaneous

[b]Saving Throw[/b] Fortitude half (see text); [b]Spell Resistance[/b] yes

You accelerate a living opponent's personal timeline to the end of their natural life cycle, unleashing the ravages of time in a devastating surge. The target can attempt a Fortitude saving throw to halve the damage and ignore the ability damage dealt by this spell. Ability damage dealt by this spell wears off after 1 minute. A creature can take ability damage from this spell only once every 24 hours.

1st: When you cast death's door as a 1st-level spell, it deals 1d10 damage plus 2 Strength damage to the target.

2nd: When you cast death's door as a 2nd-level spell, it deals 2d10 damage plus 2 Strength and 2 Dexterity damage to the target.

3rd: When you cast death's door as a 3rd-level spell, it deals 4d10 damage plus 4 Strength and 2 Dexterity damage to the target.

4th: When you cast death's door as a 4th-level spell, it deals 6d10 damage plus 4 Strength and 4 Dexterity damage to the target.

5th: When you cast death's door as a 5th-level spell, it deals 8d10

damage plus 6 Strength and 4 Dexterity damage to the target.

6th: When you cast death's door as a 6th-level spell, it deals 10d10

damage plus 6 Strength and 6 Dexterity damage to the target.

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[Spoiler= Consumables & other tracking]=====

Spells:

1st level: 3/3

Resolve: 5/5

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[Spoiler=Scenarios and Tracking]=====

[url=https://docs.google.com/document/d/1vqvaYf\_zCFS-br42b5Tp4pBXW980duv\_RPWDL6YHfz8/edit?usp=sharing] Google Drive Folder[/url]

Chronicle 1: 3-99 Perils of the Past

[spoiler=Bot Me!] =====

[ooc]Threlomn is interested in two things in life, finding new books he hasn't read or new information that he hasn't recorded yet, and getting back to his home, the Sealed Library Ark of the Committee of the Eternal Quest for the Sky, in the right time period. He can and does shoot people interfering with either of those goals by shooting at them with his overly large gun if needed. He occasionally casts a spell if the situation calls for it, but for the most part he likes to shoot at people instead.[/ooc]

[dice=Plasma Bolter vs EAC] 1d20+4[/dice]

[dice=Fire and Electricity Damage]1d10[/dice]

[ooc]In ship combat, he is perfectly suited to the gunner position, finding everything else too risky. If no one else is suited to the job, he can serve as pilot, but he prefers not to have that pressure.[/ooc]

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