

Technomancer 1

Android

Icon

Androgynous, Spell-Casting, Primadonna Mathematician Android

CLASS/LEVEL

Base Speed	Adjusted Speed
30	30

RACE

THEME

Height: 6'0" Weight 200 lbs Age 1.25

Hair: Green Skin: Ochre Eyes: Gold

SIZE

SPEED

GENDER

HOME WORLD

Steve

CN

Fame

Hortie

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	12	+1	12	1
<b>DEX</b> DEXTERITY	18	+4	18	4
<b>CON</b> CONSTITUTION	12	+1	12	1
<b>INT</b> INTELLIGENCE	20	+5	20	5
<b>WIS</b> WISDOM	10	0	10	0
<b>CHA</b> CHARISMA	13	+1	13	1

SKILLS

SKILL RANKS PER LEVEL

4

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)	4	=	0	+ 4	+
<input type="checkbox"/> ATHLETICS* (STR)	1	=	0	+ 1	+
<input type="checkbox"/> BLUFF (CHA)	1	=	0	+ 1	+
<input checked="" type="checkbox"/> COMPUTERS (INT)	9	=	1	+ 3	+ 5
<input checked="" type="checkbox"/> CULTURE (INT)	9	=	1	+ 3	+ 5
<input type="checkbox"/> DIPLOMACY (CHA)	1	=	0	+ 1	+
<input type="checkbox"/> DISGUISE (CHA)	1	=	0	+ 1	+
<input checked="" type="checkbox"/> ENGINEERING (INT)	9	=	1	+ 3	+ 5
<input type="checkbox"/> INTIMIDATE (CHA)	1	=	0	+ 1	+
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	9	=	1	+ 3	+ 5
<input type="checkbox"/> MEDICINE (INT)		=	0	+ 5	+
<input checked="" type="checkbox"/> MYSTICISM (WIS)	4	=	1	+ 3	+ 0
<input type="checkbox"/> PERCEPTION (WIS)	0	=	0	+ 0	+
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)	9	=	1	+ 3	+ 5
<input checked="" type="checkbox"/> PILOTING (DEX)	8	=	1	+ 3	+ 4
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS) Mathematician INT	10	=	1	+ 3	+ 5
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS) CHA	0	=		+	+
<input type="checkbox"/> SENSE MOTIVE (WIS)	-2	=	0	+ 0	+ -2
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	8	=	1	+ 3	+ 4
<input type="checkbox"/> STEALTH* (DEX)	4	=	0	+ 4	+
<input type="checkbox"/> SURVIVAL (WIS)	0	=	0	+ 0	+

†Trained Only  Class Skill \*Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL	DEX MODIFIER	MISC MODIFIER
4	+4	

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	6	9	6
CURRENT			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
<b>EAC</b> ENERGY ARMOR CLASS	15	= 10 +	1	+ 4
<b>KAC</b> KINETIC ARMOR CLASS	16	= 10 +	2	+ 4
AC VS. COMBAT MANEUVERS	24	= 8 +	<b>KAC</b>	
DR	RESISTANCES			

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	1	= 0	+ 1	+
<b>REFLEX</b> (DEXTERITY)	4	= 0	+ 4	+
<b>WILL</b> (WISDOM)	2	= 2	+ 0	+

ATTACK BONUSES

BASE ATTACK BONUS (BAB) 0

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	1	= 0	+ 1	+
RANGED ATTACK	4	= 0	+ 4	+
THROWN ATTACK	1	= 0	+ 1	+

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
knife, survival	1	1	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
20,x2	NA	S	NA
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
laser pistol, azimuth	1	4	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
Burn 1d4	80	F	20/1
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

ABILITIES

Android Constructed: +2 save vs disease, mind effects, poison, sleep & don't breathe  
 Android Exceptional Vision: Low-Light Vision & Darkvision 60'  
 Android Flat Affect: -2 Sense Motive  
 Android Upgrade Slot: Slot for light armor upgrade  
 Spell Caches (stores spells) - technological impulse in back of neck  
 Weapon Prof: Basic Melee & Small Arms; Armor Prof: Light Armor  
 Icon Theme Knowledge: Mathematics +1

SPELLS KNOWN

0 SPELLS KNOWN

Detect Magic - 60' range

Energy Ray - 1d3 acid, cold, electric or fire dam

Mending - Restore 1d4 HP to object

Psychokinetic Hand - Telekinesis 1 bulk


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
1ST	<input type="text" value="2"/>	<input type="text" value="4"/>	<input type="text"/>

Magic Missile - 2 missiles 1d4+1 force dam

Jolting Surge - touch does 4d6 electric dam


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>


	SPELLS KNOWN	SPELLS PER DAY	SPELL SLOTS USED
6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>


FEATS AND PROFICIENCIES

Mystic Strike - attacks are magic

Backpack

EQUIPMENT

	LEVEL	BULK
knife, survival (95)	1	1
laser pistol, azimuth (250)	1	1
battery packs (2) (@60) 20 shots		2
second skin armor (350)	1	

CREDITS	<input type="text" value="185"/>	TOTAL BULK	<input type="text" value="4"/>
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OTHER WEALTH


CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
<input type="text" value="6"/>	<input type="text" value="12"/>	<input type="text" value="13"/>

EXPERIENCE POINTS

XP EARNED	<input type="text" value="0"/>	NEXT LEVEL	<input type="text" value="1300"/>
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LANGUAGES

Common, Fortran 6000, Aklo, Vesk, Ysoki, Kasatha, Shirren