

**CLASS/LEVEL** Mystic 1 **RACE** Shirren **THEME** Xenoseeker  
**Medium** **Base Speed** 30 **Adjusted Speed** 30 **host** **Unknown - raised aboard starship**  
**SIZE** **SPEED** **GENDER** **HOME WORLD**  
**Neutral Good** **Sarenrae** **David**  
**ALIGNMENT** **DEITY** **PLAYER**

Personality: Schizophrenic Compassionate/Calculating

Height 5'6" Weight 125 lbs Age 5

Hair: None; Skin: Green; Eyes: Black

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	10	0		-5
<b>DEX</b> DEXTERITY	12	+1		-5
<b>CON</b> CONSTITUTION	16	+3		-5
<b>INT</b> INTELLIGENCE	14	+2		-5
<b>WIS</b> WISDOM	20	+5		-5
<b>CHA</b> CHARISMA	15	+2		-5

SKILLS

SKILL RANKS PER LEVEL **8**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)	1		0	1	
<input type="checkbox"/> ATHLETICS* (STR)	0		0	0	
<input checked="" type="checkbox"/> BLUFF (CHA)	6	1	3	2	
<input type="checkbox"/> COMPUTERS (INT)			0	2	
<input checked="" type="checkbox"/> CULTURE (INT)	8	1	3	2	2
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	4		0	2	2
<input checked="" type="checkbox"/> DISGUISE (CHA)	6	1	3	2	
<input type="checkbox"/> ENGINEERING (INT)			0	2	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	2		0	2	
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	7	1	3	2	1
<input type="checkbox"/> MEDICINE (INT)			0	2	
<input checked="" type="checkbox"/> MYSTICISM (WIS)	9	1	3	5	
<input type="checkbox"/> PERCEPTION (WIS)	5		0	5	
<input type="checkbox"/> PHYSICAL SCIENCE (INT)			0	2	
<input type="checkbox"/> PILOTING (DEX)	1		0	1	
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	9	1	3	5	
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	0				
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	9	1	3	5	
<input type="checkbox"/> SLEIGHT OF HAND* (DEX)			0	1	
<input type="checkbox"/> STEALTH* (DEX)	1		0	1	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	9	1	3	5	

†Trained Only  Class Skill \*Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL = DEX MODIFIER + MISC MODIFIER  
**1** = **+1** +

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	10	12	6
CURRENT			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
<b>EAC</b> ENERGY ARMOR CLASS	13	=10+	2	+1
<b>KAC</b> KINETIC ARMOR CLASS	14	=10+	3	+1
AC VS. COMBAT MANEUVERS	22	= 8 +	<b>KAC</b>	
DR	RESISTANCES			

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	3	= 0	+ 3	
<b>REFLEX</b> (DEXTERITY)	1	= 0	+ 1	
<b>WILL</b> (WISDOM)	7	= 2	+ 5	

ATTACK BONUSES

BASE ATTACK BONUS (BAB) **0**

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

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
knife, survival	1	0	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
20,x2		S	
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Laser pistol, azimuth	1	1	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
20,burn1d4	80	Fire	20/1
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

ABILITIES

Blindsense 30'
Communalism reroll attack or skill check w/ ally w/in 10' (1/day)
Limited Telepathy 30'
Xenoseeker Theme Knowledge: Life Science +5 new creature
Mystic Connection: Mindbreaker
Connection Power: Share Pain (Su) reflect lvl dam to foe (1 R pt)
Healing Touch (Su): In 10 minutes heal 5 HP/lvl (1/day)

SPELLS KNOWN

0 SPELLS KNOWN 4

Detect Magic - 60'

Detect Affliction - poison, disease, curse, afflict'n

Grave Words - Force Corpse to Bable

Stabilize - Cause dying creature to stabilize

1ST SPELLS KNOWN 2+1 SPELLS PER DAY 2 SPELL SLOTS USED

Mind Thrust: Mentally deal 2d10 damage

Mystic Cure: Heal 1d8 + Wis Mod

Life Bubble - Encase creatures w/ air bubble

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

Armor Prof: Light
Weapon Prof: Melee
Weapons & Small Arms
Mystic Strike - Melee &
Ranged weapons are magic

Backpack

EQUIPMENT

Table with columns: EQUIPMENT, LEVEL, BULK. Items include Laser pistol, azimuth batteries (2), knife, survival, Freebooter armor I.

CREDITS TOTAL BULK 0

OTHER WEALTH

CARRYING CAPACITY

Table with columns: UNENCUMBERED (5), ENCUMBERED (10), OVERBURDENED (11)

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300

LANGUAGES

Common, Shirren, Celestial, Infernal