

Male korasha lashunta gladiator^{PW} vanguard^{COM} 4

LN Medium humanoid (lashunta)

Init +2; **Perception** +6

DEFENSE **SP** 44 **HP** 32 **RP** 5

EAC 20; **KAC** 22

Fort +7; **Ref** +6; **Will** +0

Defensive Abilities mitigate (4 damage)

OFFENSE

Speed 25 ft.

Melee entropic strike +6 (1d4+7 A/B)

Ranged thunderstrike sonic pistol +6 (1d8+2 So; critical deafen [DC 14])

Lashunta Spell-Like Abilities (CL 4th)

1/day—*detect thoughts* (DC 12)

At Will—*daze* (DC 11), *psychokinetic hand*

STATISTICS

Str 13 (+1); **Dex** 14 (+2); **Con** 16 (+3); **Int** 10 (+0); **Wis** 8 (–1);

Cha 12 (+1)

Skills Acrobatics +9, Athletics +6, Culture +7, Intimidate +9, Life Science +7, Perception +6; (reduce the DC of Culture checks to recall entertainment combat, fighting styles, and gladiatorial traditions by 5)

Feats Bodyguard, Cleave, Improved Combat Maneuver (sunder), Toughness

Languages Akitonian, Castrovelian, Common, Shirren, Shobhad, Vesk, Ysoki; limited telepathy (30 ft.)

Combat Gear *mk 1 serum of healing* (3), *mk 2 serum of healing*; **Other Gear** lashunta ringwear II, thunderstrike sonic pistol with 2 batteries (20 charges each), everyday clothing, flashlight, hygiene kit, personal comm unit, credstick (91 credits)

Other Abilities entropic pool (maximum 3), reactive (1/day), rugged^{COM}, vanguard aspects (cascade—embodiment), vanguard disciplines (entropy shield, flatten bullets)

SPECIAL ABILITIES

Aspect Embodiment (Ex) Once per combat, when Velloro hits multiple creatures in a single round with an attack or attacks (or effects that require an attack roll), he can gain 1 Entropy Point without taking an additional action.

Bodyguard As a reaction when an adjacent ally is attacked, Velloro can grant that ally a +2 circumstance bonus to its AC against that attack. If he does so, Velloro takes a –2 penalty to his own Armor Class until the beginning of his next turn.

Cleave Velloro can choose to take a –2 penalty to his AC until his next turn in order to make a melee attack against a foe adjacent to him as a standard action. If he hits, he can make a second melee attack against a different foe adjacent to both him and the first foe.

Entropic Pool (Su) Velloro has a pool of Entropy Points (EP) that he can spend to fuel different abilities. He can have up to 3 EP in his entropic pool at a time, and he can gain EP only when involved in a combat encounter. When combat begins, Velloro gains 1 EP at the beginning of his first action; at the end of combat, he loses any Entropy Points he has remaining. He can gain EP in the following ways.

- While he has no Entropy Points, Velloro can spend 1 Resolve Point as a move action to gain 1 EP.
- Each time he takes 8 or more damage from a single attack or effect (after applying any effects that reduce that damage, such as mitigate), he gains 1 EP.
- If Velloro takes damage from a critical hit, he gains 1 EP, in addition to any he would gain from the attack's normal damage.
- If Velloro scores a critical hit on a significant enemy, he gains 1 EP.
- If he takes a full action to charge, Velloro gains 1 EP.
- If he takes two move actions on the same turn to move his speed each time, Velloro gains 1 EP.
- As a move action, Velloro can designate a willing adjacent ally as an entropic focus. They remain an entropic focus until the beginning of Velloro's next turn, unless they cease to be adjacent to him or he designates a new entropic focus (both of which end this effect). If Velloro's entropic focus takes 8 or more damage from a single attack or effect (after applying any ability to reduce that damage), he gains 1 EP.

Velloro can expend Entropy Points in the ways listed below or for his flatten bullets ability. As long as he has at least 1 EP in his entropic pool, he gains a +1 enhancement bonus to his Armor Class.

- As part of a full action to charge or a move action to move his speed, Velloro can expend 1 EP to gain a +10-foot enhancement bonus to his speed (normally land speed, but you can apply it to the speed for any movement type he has).
- As a move action, Velloro can expend 1 EP to boost the damage of the next entropic strike attack he makes

before the start of his next turn. He must decide how many EP to expend when he takes this move action, and he can't expend more than 3 EP. If the boosted entropic strike hits, he deals +1d4 damage for every EP expended.

Entropic Strike (Su) This is a one-handed magical advanced melee attack with the operative weapon special property that targets EAC. Velloro does not need a free hand to make this attack. The damage dealt by this attack is acid, bludgeoning, or both. He can deliver the attack with his body or through his shield.

Entropy Shield (Su) As part of any move action or full action he takes, Velloro can create a field of compressed entropy that forms in place on one of his limbs to protect him as a basic riot shield or basic tactical shield (he chooses which each time he creates the shield). The shield has no bulk, but it otherwise functions as a physical shield of the selected type.



Citations:

COM *Starfinder Character Operations Manual*

PW *Starfinder Pact Worlds*

Velloro can dismiss the shield as part of any move or full action he takes, and it disappears at the end of his turn if he's not holding it.

Basic Riot Shield—Velloro gains a +1 shield bonus to AC and a +2 bonus to any bull rush combat maneuvers he attempts. He also takes a –2 penalty to skill checks affected by armor check penalties.

Basic Tactical Shield—As a move action, Velloro can align the shield to give himself greater protection against one opponent, granting him a +1 shield bonus to AC against attacks from that opponent until the beginning of his next turn.

Flatten Bullets (Su) When he would be hit by a ranged attack with a weapon that deals kinetic damage, Velloro can spend 1 Entropy Point as a reaction to attempt a Fortitude save (DC = 10 + 1-1/2 the CR or level of the attacker) to take half damage.

Lashunta Magic Velloro has the following spell-like abilities.

Daze: This spell causes a humanoid creature of CR 3 or lower within 35 feet to be dazed for 1 round (Will DC 11 negates).

Detect Thoughts: Velloro can detect the surface thoughts of intelligent creatures within a 60-foot cone, and if he concentrates, he can attempt to read those thoughts (Will DC 12 negates).

Psychokinetic Hand: Once cast, as long as he concentrates (a standard action each round) Velloro can use a move action to move an object within 35 feet that weighs 10 pounds or less up to 15 feet. He can't perform fine manipulation (such as firing a weapon or using a computer), but can push a single button or close a container's lid.

Limited Telepathy (Su) Velloro can communicate telepathically with creatures within 30 feet that share a language with him.

Mitigate (Su) As a reaction when he takes damage, Velloro can spend 1 EP to reduce the damage he takes by 4. If he does, he can't gain any EP from that attack. Additionally, as a swift action, Velloro can remove any DR or energy resistance he has, or end the AC benefit of any ability or spell that increases his AC. If the effect granting DR or energy resistance has a duration, this ends the effect entirely for him. If he ends an AC benefit, that AC benefit is ended for the duration of the effect. If the ability does not normally have a duration, he suspends the listed benefits

until the beginning of his next turn. Additionally, whenever Velloro is first affected by an ability or spell that grants him DR, energy resistance, or a bonus to AC, he can waive that benefit of the effect.

Reactive (Ex) Once per day, Velloro can take up to two reactions in a single round. He can still only take one reaction per triggering event.

Rugged This alternative racial trait grants the Toughness feat.

Toughness Velloro gains a +4 bonus to many Constitution checks to avoid damage or negative consequences from harsh environments.

Weapon Specialization Velloro adds his character level to damage dealt with melee weapons and half his character level to damage dealt with operative melee weapons and small arms (though he adds his full level to his entropic strike damage rolls). This is already been factored into his attacks above.

GEAR DESCRIPTIONS

Lashunta Ringwear II While wearing this armor, Velloro can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 5 days.

Mk 1 Serum of Healing Drinking a vial of this serum restores 1d8 HP.

Mk 2 Serum of Healing Drinking a vial of this serum restores 3d8 HP.

Thunderstrike Sonic Pistol This weapon can be fired 10 times before it needs to be reloaded or recharged (each shot uses 2 battery charges). It has a range increment of 40 feet.

Velloro was adopted into a large ysoki family on the dusty planet of Akiton as an infant. Members of his family worshipped Iomedae, goddess of justice and honorable battle—virtues the young lashunta gladly embraced. He spent his youth playing and scavenging among Akiton's numerous wrecked starships with his many siblings. Time and again, Velloro proved a fierce protector of his family, putting himself between them and the many dangers of their dying world.

When Velloro reached adolescence, he developed into the korasha clade of his species, packing on muscle and becoming rather headstrong. His years of junkyard scrapping pointed him toward one obvious direction in Akiton's limited job market: he became a gladiator in the VitariTech Coliseum, a new sporting venue that hosted nonlethal gladiatorial combats.

As Velloro moved up through the ranks of other local combatants, he also became close with a fellow gladiator, a shobhad named Dhareen. She saw potential in the young competitor, and after defeating Velloro in a particularly important match, Dhareen invited the dejected lashunta to take the Test of the Mountain. In this shobhad tradition, travelers climb to the summit of Ka, the tallest mountain in the Pact Worlds. Velloro accepted the challenge.

While climbing Ka, the charismatic and sociable Velloro experienced something entirely new and, at first, unpleasant: loneliness. Yet as his isolation grew, so too did his connection to the mountain. One night, while taking shelter from a violent storm, Velloro felt a strange acceptance and calm wash over him. As he did, he noticed the whirling mixture of ashy sleet around him turn to a gentle eddy. With sudden clarity, Velloro remembered dozens of instances earlier in his life when he had subtly affected the state of matter around him—events he had dismissed as coincidence or figments of his imagination. Invigorated, the lashunta began to intentionally exert control over his surroundings, structuring and deconstructing the molecular lattice all around him.

Upon his return to the Coliseum, Velloro exhibited new purpose, using his newfound skills to great effect in his gladiatorial matches. His tendency to crumple the armor and weapons of his opponents as he sent them flying across the arena quickly earned him the nickname the Castrovel Crusher. But as Akiton's gladiatorial combats continued to gain in popularity, the demand for blood sport also grew. The Coliseum's management began to pressure Velloro to mortally wound his opponents. Velloro adamantly refused; he saw no honor in needless blood sport.

One day, just before a match against Dhareen, Velloro's manager told him, "finish her—or you're finished." Velloro walked into the arena, embraced his mentor, and left the coliseum, the crowd bursting into an uproar mixed with cheers and mockery. Knowing he could never return to his beloved profession, Velloro turned an eye to the stars, where he knew there were others like his family—others who needed protection and assistance.

Velloro is quick to laugh and make new friends. Despite the sour end to his gladiatorial career, his love of games and sport have not waned, and he is always happy to strike his famous Castrovel Crusher pose at a fan's request.

Citations:

COM	Starfinder Character Operations Manual
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