

Male human sensate^{COM} witchwarper^{COM} 1

CN Medium humanoid (human)

Init +5; Perception +4

DEFENSE

EAC 12; KAC 13

Fort +1; Ref +3; Will +0

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +0 (1d6 S)

Witchwarper Spells Known (CL 1st)

1st (3/day)—*puncture veil*^{COM}, *shifting surge*^{COM}

0 (at will)—*charming veneer*^{COM}, *detect magic*, *hazard*^{COM}
(DC 14), *psychokinetic hand*

STATISTICS

Str 10 (+0); Dex 13 (+1); Con 12 (+1); Int 10 (+0); Wis 10 (+0);

Cha 18 (+4)

Skills Bluff +8, Culture +4, Diplomacy +8, Mysticism +4,
Perception +4; (reduce the DC of Culture checks to recall
artistic innovations and traditions by 5; reduce the DC of
Life Science checks to identify consumables by 5)

Feats Improved Initiative, Toughness

Languages Common, Vesk

Other Abilities infinite worlds (110 ft, 1 round)

Combat Gear *spell gem of comprehend languages*, *mk 1
serum of healing* (2); Other Gear second skin, tactical
dueling sword, everyday clothing, hygiene kit, personal
comm unit, credstick (32 credits)

SPECIAL ABILITIES

Infinite Worlds (Su) As a standard action, Zemir can create a bubble of altered reality, projecting elements of parallel existences into his current universe. He expends a 1st-level witchwarper spell slot to create an environmental effect, such as summoning fog or thick vines from other realities, which lasts for 1 round unless specified otherwise. Alternatively, Zemir can create an instantaneous effect, such as a flash of fire from an explosion that occurred in a parallel universe. The particular effects depend on the level of the spell slot expended.

Unless noted otherwise, effects created by infinite worlds use the following rules. They have a range of 110 feet and affect a 10-foot-radius spread. If an effect calls for a saving throw, the DC is equal to 14 + the spell level expended to create the effect. Zemir can define the cause and appearance of infinite worlds (subject to GM approval),

but the effects themselves are only quasi-real and have no effects beyond the game mechanics listed as options for this ability.

The environmental and instantaneous effects he can create by expending a witchwarper spell slot of a given level are as follows:

- **1st (Environmental):** Zemir causes the affected area to become difficult terrain. This might mean that metal flooring becomes rickety and bowed, a waterway is choked by roots and seaweed, or the air is flooded with floating strands of web-like filaments. Zemir can affect a single movement type (land speed, burrow speed, climb speed, fly speed, or swim speed) or any combination of those movement types. When he creates difficult terrain in this way, it is considered magically altered terrain for the purposes of other effects.
- **1st (Instantaneous):** Zemir causes a bright flash of light to fill the area. Each creature within the area must succeed at a Fortitude save or be dazzled for 1 round. If a creature rolls a natural 1 on its saving throw (meaning the d20 shows a "1"), it is also blinded for 1 round.

Spells Zemir can cast the following spells, each as a standard action (except as noted):

Charming Veneer: Zemir can cast this spell on a creature within 110 feet. The target gains a +1 circumstance bonus to Charisma checks and Charisma-based skill checks. Additionally, a creature affected by this spell can attempt a Diplomacy check to gather information in only 10 minutes. This effect lasts 10 minutes, and a creature can only be affected by this spell once per 24 hours.

Detect Magic: This reveals whether creatures or objects seen within a 60-foot cone are magical and, with concentration, can determine whether one magical source is a spell, magic item, or other effect, and its caster level.

Hazard: When Zemir casts this spell, choose acid, cold, electricity, fire, or sonic. The spell gains that descriptor. Zemir summons a minor hazard from an alternate reality, creating a splash of acid rain, a blast of freezing air, a static electric discharge, a burst of fire, or a roar of thunder in a 5-foot-radius burst within 25 feet. Each creature in the area must succeed at a Reflex save (DC 14) or take 1d3 damage of the chosen type.



Citations:

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Starfinder Character Operations Manual

Psychokinetic Hand: Zemir points his finger at an object within 25 feet that weighs 10 pounds or less (or up to 1 bulk), gaining the ability to lift it and move it at will from a distance. As a move action, he can propel the object as far as 15 feet in any direction.

Puncture Veil: Zemir creates microscopic tears in reality that deal 1d4 piercing damage to a creature within 110 feet. The affected creature also gains the bleeding condition (1 damage) for 3 rounds. Zemir can instead cast this spell as a full action to either target two creatures within 20 feet of each other or to target one creature and deal 2d4 piercing damage, granting the bleeding condition (2 damage) for 3 rounds.

Shifting Surge: Zemir touches a willing creature and affects one of their energy damage attacks or weapons, changing the energy damage type of one of its attacks to one other type until the end of his next turn. Even if he doesn't change the damage, the next affected attack that hits deals 2d6 additional damage if it targets only one target, or 1d6 additional damage if it affects an area or multiple targets.

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

GEAR DESCRIPTIONS

Spell Gem of Comprehend Languages As a standard action, Zemir can destroy this object to cast *comprehend languages*.

Comprehend Languages: Zemir can understand the spoken or signed words of creatures or read incomprehensible written or tactile messages. He can read and understand an unknown language but cannot speak or write it. This lasts for 10 minutes.

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

Second Skin While wearing this armor, Zemir can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

Zemir Solodan was born with a gift. The only son of miners on a planetoid called Pikora 317, Zemir spent his earliest days exposed to the harsh reality of life in a corporate labor colony, where his parents toiled in the Freugan Salvage Company's starmetal mines.

Even as a toddler, Zemir's gaiety and thirst for new experiences were readily apparent. The vivacious boy quickly became known for his curiosity and his many troublesome talents, such as sneaking into seemingly inaccessible places, turning neat collections of supplies into epic messes, and even finding ways to manipulate control panels into colorful, sparking displays. In fact, whenever a commonplace utility malfunctioned around the Solodan home, his parents joked that the "Zemir effect" had struck again.

Around Zemir's fifth birthday, it seemed that the boy's body began to betray him. Despite his healthy diet and robust physical activity, testing indicated that the boy was dangerously malnourished. Even stranger, after every meal, Zemir's breath smelled eerily similar to his favorite sweet treats, perhaps an indication of a dangerous blood disease, doctors speculated. His condition continued to deteriorate, but doctors proved incapable of explaining or treating it. Desperate for answers, his parents took to posting details of their son's strange condition on every related infosphere portal they could find.

In just a few days, the Solodans' pleas elicited a mysterious message from a Dr. Fainoro Corone, who requested to observe the boy in person. Zemir's parents readily welcomed the quiet *damaya lashunta* doctor into their home. For a full day, Dr. Corone watched Zemir's every move, focusing on the boy's behavior at meal times. As Zemir slurped at his nutritional broth with surprising glee, Dr. Corone studied him closely. At the doctor's and his mother's insistence, the boy opened his mouth. A thin film of custard clung to his baby teeth, and his breath smelled like sweet milk.

Zemir was not suffering from a physical ailment. The boy was instead, in the subtlest of ways, warping the fabric of reality to suit his childish preferences. Similarly, the messes and mischief he had caused around the residential complex were the result of the boy's ability to shift reality ever-so-slightly for his own amusement.

Zemir was a witchwarper—one who understands that the universe consists of infinite realities. What's more, witchwarpers possess the innate ability to peer into those worlds, and to mix and manipulate them at will. Most witchwarpers' abilities manifested in adulthood, but Zemir was special.

The doctor offered the family reality-stabilizing bracers to dampen his abilities and give him a traditional childhood. But he also explained that the family had another choice: enroll the boy in the Institute for Extraordinary Minds. Dr. Corone explained that, like Zemir, he was a witchwarper and that others at the institute could help Zemir learn control over his abilities. The doctor offered full tuition for Zemir and unrestricted visitation privileges for his family. Though saddened, Zemir's parents understood the value of this offer and agreed.

For the next twelve years, Zemir studied as Dr. Corone's protege, honing his ability to manipulate his surroundings, growing more delighted each time he created a new sound, smell, or, especially, taste. He eagerly learned about far-away cuisine and cultures, dreaming of one day traveling throughout this reality and perhaps an infinite number of others. During this time, Zemir also learned of Eloritu, the god of magic and secrets, and came to view the infinite cosmos as a gift from this mysterious deity.

Near Zemir's eighteenth birthday, the witchwarper began the early stages of his final thesis project: an ambitious attempt to create a minute-long rift into a reality adjacent to his own. The institute's professors approved the project only under their strict supervision.

Zemir bristled at such restrictions. And so, under the cover of night, he convinced three of his closest friends to participate in a dry-run of his experiment. With no safeguards in place, Zemir used his substantial willpower to tear open a rift in reality. A primal scream rent his lips and a shock of his hair whitened under the great mental strain. Ecstatic, terrified, but trusting their brilliant friend, Zemir's classmates stepped through the rift, which immediately winked out. The human Alena Nidaro, the half-elf Tornil Lee, and the ysoki Smidge disappeared from this reality. Try as he might, Zemir could not reopen the rift nor could he find any trace of his friends.

Panicked, Zemir fled the Institute for Extraordinary Minds, retreating to Absalom Station. He wandered the station in a haze for weeks, performing minor tricks of warped reality for the credits he needed to survive. Eventually, Zemir sent a message to Dr. Corone to confess what he had done, then deactivated his institute communications account.

Despite the institute's best efforts to track Zemir down and get some answers, Dr. Corone and his colleagues have always remained one step behind. Although his wits returned, Zemir's scars are far from healed. He now travels to all corners of this reality, as much seeking to earn a living using his strange magic and indulge his love of new experiences as attempting to run from a guilty conscience.

Growing ever more powerful daily, Zemir is a mysterious and joyful—if occasionally morose—companion to those who share his goals. He's known for waxing eloquent about the tapestry of existence and the dangers that other realities hold. The wise heed the witchwarper's words, for Zemir has looked into infinite realities—and vowed never to lose another companion to the fray again.