

Male human sensate^{COM} witchwarper^{COM} 4

CN Medium humanoid (human)

Init +5; Perception +8; darkvision 60 ft.

DEFENSE **SP 28 HP 24 RP 7**

EAC 15; **KAC** 15

Fort +2; **Ref** +5; **Will** +1

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +3 (1d6+4 S)

Ranged static arc pistol +4 (1d6+2 E; critical arc 2)

Witchwarper Spells Known (CL 4th)

2nd (3/day)—*fear* (DC 18), *slice reality*^{COM} (DC 18)

1st (5/day)—*charm person* (DC 17), *comprehend languages*,
puncture veil^{COM}, *shifting surge*^{COM}

0 (at will)—*charming veneer*^{COM}, *ghost sound* (DC 16),
detect magic, *hazard*^{COM} (DC 16), *psychokinetic hand*,
token spell

STATISTICS

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

Cha 20 (+5)

Skills Bluff +12, Culture +7, Diplomacy +12, Mysticism +7,

Perception +8; (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, Spell Focus, Toughness

Languages Arkanen, Castrovelian, Common, Vesk, Ysoki

Other Abilities compound sight (Perception +1), infinite worlds
(140 ft., 4 rounds), paradigm shift (shift resistance [DC 17])

Combat Gear *mk 2 serum of healing* (2); **Other Gear**

basic lashunta tempweave (infrared sensors), tactical
dueling sword, static arc pistol with 1 battery (20
charges), everyday clothing, hygiene kit, personal
comm unit, credstick (197 credits); **Upgrade** *mk 1*
ability crystal (Charisma)

SPECIAL ABILITIES

Compound Sight (Su) Zemir can sift through many realities,
gaining understanding of a task by seeing it attempted a
dozen different ways. He gains a +1 bonus to Perception
checks. This has already been factored into his statistics.

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
witchwarper spell slot of 1st level or higher to create
an environmental effect, such as summoning fog or

thick vines from other realities, which lasts for 4
rounds 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 140 feet and affect a 10-foot-radius spread. If an
effect calls for a saving throw, the DC is equal to 15 + 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.

Zemir can instead create multiple, milder effects in
place of a single, more powerful effect. When he does so,
select two effects available to any version of this ability
created by expending a lower-level spell slot than that
you actually expend. For calculations based on
spell level, use the level of the spell slot you expend.
For example, Zemir could expend a 2nd-level spell slot to
either create a 2nd-level effect or any two 1st-level effects.

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
4 rounds. If a creature rolls a natural 1 on its saving
throw (meaning the d20 shows a “1”), it is also blinded
for 1 round.



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❖ **2nd (Environmental):** Zemir creates a hazard that deals damage each round equal to the level of the spell slot expended, with a successful Fortitude save reducing the damage by half. A creature attempts this save when it first takes damage from this effect, and its result applies for the duration of the effect. Zemir selects the damage type each time he uses this ability (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic).

❖ **2nd (Instantaneous):** Zemir causes a destabilizing event, such as a brief earthquake, a split-second reversal of gravity, or a blast of icy wind. Each creature within the area must succeed at a Reflex save or be knocked prone. If a creature rolls a natural 1 on its saving throw, it is also moved 5 feet per level of the spell slot expended in a direction of Zemir's choice.

Shift Resistance (Su) As a standard action, Zemir can change the type of a single energy resistance (but not immunity) of a creature within 100 feet (from cold to fire, for example) for 1 round. The creature can attempt a DC 17 Will save to negate this effect. Once he's targeted a creature with this paradigm shift, Zemir can't target that creature with this paradigm shift again for 24 hours.

Spell Focus This feat increases the saving throw DCs of Zemir's spells by 1. This has already been factored into his statistics.

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

Charm Person: Zemir charms a humanoid creature within 35 feet unless they succeed at a DC 17 Will save. This makes the target regard him as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by Zemir or his allies, however, it receives a +5 bonus to its saving throw. Zemir can try to give the target suggestions, but he must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries of this check are not allowed.) An affected creature never obeys suicidal or obviously harmful suggestions. Any act by Zemir or his apparent allies that threatens the charmed creature breaks the spell. Zemir must speak the creature's language to communicate his suggestions, or else be good at pantomiming.

Charming Veneer: Zemir can cast this spell on a creature within 140 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.

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 40 minutes.

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.

Fear: When Zemir casts *fear* as a 2nd-level spell, it targets one living creature of CR 4 within 140 feet, making that creature frightened for 1 minute (Will DC 18 negates). When cast as a 1st-level spell, it targets one living creature within 35 feet, making that creature frightened for 1d4 rounds (Will DC 17 negates).

Ghost Sound: Zemir can create an illusory sound (DC 16 to disbelieve) within 35 feet that can be as loud as 20 normal humans.

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 35 feet. Each creature in the area must succeed at a Reflex save (DC 16) or take 1d3 damage of the chosen type.

Psychokinetic Hand: Zemir points his finger at an object within 35 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 140 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.

Slice Reality: Zemir targets either one or two creatures within 140 feet. Each target takes 2d6 damage (DC 18 Fortitude for half). If Zemir targeted only one creature, that creature is also staggered for 4 rounds.

Token Spell: Zemir can perform simple magical effects for 1 hour. The effects are minor and have severe limitations. He can slowly lift one item of light bulk. He can alter items in a 1-foot cube each round, such as by coloring, cleaning, soiling, cooling, warming, or flavoring them. He can create small objects, but they look artificial and are extremely fragile (they can't be used as tools or weapons). He can illuminate an object to shed dim light in a 30-foot radius. Any effects last for the duration of the spell.

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

Weapon Specialization Zemir adds his character level to damage dealt with basic melee weapons and half his character level to damage dealt with small arms. This has already been factored into his attacks above.

GEAR DESCRIPTIONS

Basic Lashunta Tempweave While wearing this armor, Zemir can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 4 days.

Infrared Sensors This armor upgrade grants Zemir darkvision with a range of 60 feet.

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

Static Arc Pistol This weapon can be fired 10 times before it needs to be reloaded (each shot uses 2 battery charges). It has a range increment of 50 feet.

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