

Male human ^{COM}sensate witchwarper ^{COM}8

CN Medium humanoid (human)

Init +7; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSES **SP** 64 **HP** 44 **RP** 12

EAC 24; **KAC** 25

Fort +4; **Ref** +10; **Will** +2

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +7 (1d6+9 S)

Ranged corona laser pistol +10 (2d4+4 E; critical burn 1d4)

Witchwarper Spells Known (CL 8th)

3rd (3/day)—*explosive blast* (DC 20), *haste*, *probability prediction*

2nd (6/day)—*fear* (DC 19), *hold person* (DC 19), *invisibility*, *slice reality* ^{COM} (DC 19)

1st (6/day)—*enduring worlds* ^{COM}, *charm person* (DC 18), *comprehend languages*, *puncture veil* ^{COM}, *shifting surge* ^{COM}

0 (at will)—*charming veneer* ^{COM}, *ghost sound* (DC 17), *detect magic*, *hazard* ^{COM} (DC 17), *psychokinetic hand*, *token spell*

STATISTICS

Str 12 (+1); **Dex** 19 (+4); **Con** 14 (+2); **Int** 12 (+1); **Wis** 10 (+0);

Cha 22 (+6)

Skills Bluff +17, Culture +12, Diplomacy +17, Mysticism +11, Perception +13, Physical Science +12; (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 Diversion, Extra Resolve, Improved Initiative, Spell Focus, Toughness

Languages Arkanen, Castrovelian, Common, Eoxian, Elven, Infernal, Shirren, Veski, Ysoki

Other Abilities alternate outcome (1/day), charming curiosity, compound sight (Perception +2), infinite worlds (180 ft., 8 rounds), paradigm shift (resist elements [10], shift resistance [DC 20], flash teleport)

Combat Gear *mk 2 serum of healing* (3); **Other Gear** advanced lashunta tempweave (infrared sensors, jetpack), tactical dueling sword, corona laser pistol with 1 battery (20 charges), everyday clothing, hygiene kit, personal comm unit, credstick (587 credits);

Augmentations *mk 2 personal upgrades* (ability crystals; Charisma and Dexterity)

SPECIAL ABILITIES

Alternate Outcome (Su) Zemir can use his grasp of other realities to swap an outcome in his current existence with that of a more favorable reality. As a reaction once per day, he can reroll one attack roll, saving throw, ability check, or skill check that he attempts. Alternatively, he can expend a use of this ability as a reaction to cause a critical hit against himself or an ally within 100 feet to instead be a normal hit.

Charming Curiosity Up to twice per day, Zemir can roll twice when attempting a Diplomacy check and use the better of the two results.

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 +2 bonus to Perception checks. This has already been factored into his statistics.

Diversion When he successfully uses Bluff to create a distraction, Zemir can allow an ally to attempt a Stealth check to hide (instead of attempting to hide himself). He can attempt to allow multiple allies to use Stealth to hide, but he takes a -5 penalty to his Bluff check for every ally after the first, and on a failed check no ally can attempt to hide.

Flash Teleport (Su) As a move action, Zemir can spend 1 Resolve Point to teleport up to 30 feet. He must have line of sight to his destination. This movement doesn't provoke attacks of opportunity.

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 8 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 180 feet and affect a 10-foot-radius spread. If an effect calls



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for a saving throw, the DC is equal to 16 + 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 in 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 3rd-level spell slot to either create a 3rd-level effect or any combination of two 1st- or 2nd-level effects.

The environmental and instantaneous effects you can create by expending a witchwarper spell slot of a given level are below:

- ⊗ **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 8 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.
- ⊗ **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. You select the damage type each time you use 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.

- ⊗ **3rd (Environmental):** Zemir causes the area to grant concealment against one sense—vision, emotion, life, scent, sound, thought, or vibration.

- ⊗ **3rd (Instantaneous):** Zemir causes a disorienting event, such as bursts of flashing colors and loud sounds, or rain falling upward in spirals. Each creature within the area must succeed at a Will save or be knocked off-target for a number of rounds equal to the level of the spell expended. If a creature rolls a natural 1 on its saving throw, it is also staggered for 1 round.

Resist Elements (Su) As a reaction when Zemir or a creature within 100 feet would take energy damage, he can spend 1 Resolve Point to grant the target resistance 10 against that energy type (acid, cold, electricity, fire, or sonic). This resistance is applied before the damage from the triggering attack.

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 20 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 45 feet unless they succeed at a DC 18 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 180 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 80 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.

Enduring Worlds: After using infinite worlds to create one or more ongoing environmental effects, Zemir can use this spell to extend the duration of the environmental effects for this spell's duration (8 rounds).

Explosive Blast: This spell creates a 20-foot-radius burst within 180 feet, dealing 9d6 fire damage to anything in the area (Reflex DC 20 half).

Fear: When Zemir casts *fear* as a 2nd-level spell, it targets up to two living creatures of CR 4 within 180 feet, making them frightened for 1 minute (Will DC 19 negates). When cast as a 1st-level spell, it targets one living creature within 45 feet, making that creature frightened for 1d4 rounds (Will DC 18 negates).

Ghost Sound: Zemir can create an illusory sound (DC 17 to disbelieve) within 45 feet that can be as loud as 20 normal humans.

Haste: Zemir targets up to 8 creatures, no two of which can be more than 30 feet apart; these creatures are hasted for 8 rounds. When making a full attack, a hasted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time. All of the hasted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the target's normal speed using that form of movement.

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 45 feet. Each creature in the area must succeed at a Reflex save (DC 17) or take 1d3 damage of the chosen type.

Hold Person: Zemir paralyzes a humanoid creature within 180 feet for 8 rounds unless they succeed at a DC 19 Will save. The target is aware and breathes normally but can't take any physical actions, even speech. A held creature can't cast spells. Each round on its turn, the target can spend a full action to attempt a new saving throw to end the effect. This does not provoke attacks of opportunity.

Invisibility: The creature touched is invisible for 8 minutes or until it attacks.

Probability Prediction: This spell affects Zemir for 8 rounds when cast. At any point during the duration, he can discharge the spell to reroll any one of his d20 rolls (attack roll, saving throw, skill check, etc.). This takes no action, but you must choose to do it before you learn the results of the first roll. You must take the result of the second roll, even if it is worse.

Psychokinetic Hand: Zemir points his finger at an object within 45 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 180 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 one, two, or three creatures within 180 feet. Each target takes 2d6 damage (DC 19 Fortitude for half). If Zemir targeted only one creature, that creature is also staggered for 8 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

Corona Laser Pistol This weapon can be fired 20 times before it needs to be reloaded. Its range increment is 90 feet.

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

Jetpack Zemir gains a fly speed of 30 feet (average maneuverability) when activating his jetpack. The jetpack has a capacity of 40 charges and requires 2 charges per round when used. Zemir can also use this upgrade for "cruising flight" at a usage of only 1 charge per minute, but he's flat-footed and off-target while doing so. Changing from normal flight to cruising flight or vice versa is a standard action. A jetpack can't lift Zemir if he's encumbered.

Lashunta Tempweave, Advanced While wearing this armor,

Zemir can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 8 days.

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

Zemir was born with a gift. The only son of miners on a remote planetoid called Pikora 317, Zemir spent his earliest days exposed to the harsh reality of life in a corporate labor colony.

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.

Around Zemir's fifth birthday, he became gravely ill, with a mysterious condition that left him malnourished and turned his breath sweet. After countless tests failed, the specialist Dr. Corone found the cause: the boy was transforming all of his food into his favorite treats. His parents enrolled him at the Institute for Extraordinary Minds. Here, fellow witchwarper—like Dr. Corone—could help Zemir learn control over his abilities.

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. He convinced three of his closest friends—Alena Nidaro, Tornil Lee, and Smidge, to join him in a dry-run of the experiment. This attempt ended in disaster, losing friends beyond the rift.

Panicked, Zemir fled the Institute for Extraordinary Minds, retreating to Absalom Station. 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. 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.

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