

ISEPH

OPERATIVE 1

ANCESTRY	ANDROID (MOD FANATIC)	BACKGROUND	HACKER
SPEED	25 FEET	PERCEPTION	+7 (EXPERT)
SENSES	LOW-LIGHT VISION	(+1 TO INITIATIVE ROLLS)	
LANGUAGES	COMMON, TRINARY, VERCITE	CLASS DC	17

STRENGTH	DEXTERITY	CONSTITUTION
STR +1	DEX +4	CON +2
INTELLIGENCE	WISDOM	CHARISMA
INT +1	WIS +2	CHA -1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	18	18

FORTITUDE	REFLEX	WILL
+5	+9	+7

Constructed: +1 circumstance bonus to saves against diseases, poisons, and radiation.

STRIKES

MELEE	zero knife +7 (agile, finesse, powered, tech, versatile P), 1d4+1 cold
RANGED	semi-auto pistol +9 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+7 •	+1	+4 •
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+4 •	+1	-1
DIPLOMACY (CHA)	INTIMIDATION (CHA)	INFOSPHERE LORE (INT)
-1	-1	+4 •
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+2	+1
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
-1	+7 •	+2
	(+2 for initiative rolls)	
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+1	+7 •	+2
THIEVERY (DEX)	• = TRAINED •• = EXPERT ••• = MASTER	
+7 •		

FEATS AND ABILITIES

ANCESTRY ABILITIES	constructed*, low-light vision, Mod Fanatic Android*, Quickened Processor*
CLASS FEATS	Mobile Aim
SKILL FEATS	Phreaker, Steady Balance
CLASS ABILITIES	operative's specialization (skirmisher), sharpshooter* (Aim 1d4)

* Abilities with an asterisk have already been calculated into Iseph's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 0; Encumbered: 6; Maximum: 11 Bulk
WORN	comm unit, commercial force field, commercial incendiary grenade, commercial medpatch, commercial second skin, commercial semi-auto pistol (1 magazine; 10 projectile rounds), zero knife
STOWED	commercial infiltrator's toolkit
WEALTH	5 credits



WHAT IS AN OPERATIVE?

Iseph is an **operative**, a combatant with deadly aim and tactical training.

ISEPH

OPERATIVE



EQUIPMENT

The following rules apply to Iseph's equipment.

Agile The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Analog This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology.


Comm Unit This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).


Phreaker You can use Computers to Disable a Device or Hack a system using any computer, comm unit, or terminal instead of a hacking toolkit.

Expend 1 Using this weapon expends 1 ammunition.


Finesse You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Force Field, Commercial (tech) Force fields absorb damage. A force field's Hit Points are based on its version. While your force field is active, any physical or energy damage you would take is applied to the force field's Hit Points first before being applied to your Hit Points (including temporary Hit Points). If you have a shield raised, your force field and shield both take damage. If damage from an attack or effect reduces the force field to 0 Hit Points, you take any excess damage, the force field deactivates, and it can't be activated again for 10 minutes. Force fields replenish the indicated number of Hit Points each round at the beginning of your turn while they're active.

Activate—Raise Force Field  (manipulate) **Frequency** three times per day; **Effect** Your force field becomes active. It remains active for 1 minute or until it's reduced to 0 HP. A commercial force field has 6 HP and replenishes 2 HP on your turn.

☐ **Incendiary Grenade, Commercial** (consumable, fire, grenade, tech) **Usage** held in 1 hand; **Activate—Area Fire**  (area, attack) Instead of making an attack roll, choose a target area within 70 feet. All creatures within a 5-foot burst take 1d8 fire damage with a basic Reflex save against your class DC.

Mag The amount of ammo a magazine holds.

☐ **Medpatch, Commercial** (consumable, healing, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Upon using this medpatch, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Powered This weapon uses a battery.

Range Increment 60 Feet Attacks with this weapon work normally up to a range of 60 feet. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of 60 feet between you and the target. Attacks beyond 360 feet are impossible.

Reload 1 When you're out of ammunition, you can reload a new battery or magazine as an Interact action.

Second Skin Soft but resilient armor that contours to your body.

Semi-Auto Pistol This basic pistol has a magazine with 10 projectile rounds.

Tech Weapons with the tech trait incorporate electronics, computer systems, and power sources. Usually the weapons rely on integrated


power sources (such as melee weapons that don't have the powered trait), while others drain batteries with each attack.


Versatile P This weapon can deal piercing damage or slashing damage. Choose each time you attack.

Zero Knife A supercooled chamber forms a blade of ice.

FEATS AND ABILITIES

Iseph's feats and abilities are described below.

Aim  (concentrate, operative) **Requirements** You're wielding a ranged weapon that doesn't have the area trait; **Effect** Designate a target as your mark. Until the end of your turn, your ranged Strikes against your mark deal an additional 1d4 precision damage and reduce the circumstance bonus to AC your mark gains from cover by 1. These benefits only apply if your mark is within your weapon's first range increment. You can only have one mark at a time.

Mobile Aim  (operative, traversal) You Stride and then Aim with a gun you're wielding.

Skirmisher Exploit You're trained to fight in close combat using pistols. Your ranged Strikes with one-handed ranged weapons don't trigger reactions that are triggered by a ranged attack.

Steady Balance You can keep your balance easily, even in adverse conditions. Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground.