

# OBOZAYA

## SOLDIER 1

ANCESTRY	VESK (BRISKWANDER)	BACKGROUND	TROOPER
SPEED	25 FEET	PERCEPTION	+3 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	AKITONIAN, COMMON, PAHTRA, VESK	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
<b>STR</b> +2	<b>DEX</b> +2	<b>CON</b> +4	
INTELLIGENCE	WISDOM	CHARISMA	
<b>INT</b> +1	<b>WIS</b> +0	<b>CHA</b> +0	

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	24	18
FORTITUDE +9	REFLEX +5	WILL +5

**Fearless:** If you roll a success on a saving throw against a fear effect, you get a critical success instead.

## STRIKES

MELEE	♦ doshko +5 (analog, parry, vesk), 1d12+2 piercing
RANGED	♦ machine gun +5 (automatic [DC 17], expend 1, mag 20, range increment 40 feet, reload 2, tech), 1d8 piercing ♦♦ Auto-Fire, machine gun (20-foot cone, tech), 1d8 piercing (DC 17 Reflex save)

## SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +1	ATHLETICS (STR) +5 •
COMPUTERS (INT) +1	CRAFTING (INT) +1	DECEPTION (CHA) +0
DIPLOMACY (CHA) +0	INTIMIDATION (CHA) +3 •	WARFARE LORE (INT) +4 •
MEDICINE (WIS) +0	NATURE (WIS) +3 •	OCCULTISM (INT) +1
PERFORMANCE (CHA) +0	PILOTING (DEX) +2	RELIGION (WIS) +0
SOCIETY (INT) +4 •	STEALTH (DEX) +5 •	SURVIVAL (WIS) +3 •
THIEVERY (DEX) +2		

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Briskwander Vesk, Fearless, low-light vision
CLASS FEATS	Quick Swap
SKILL FEATS	Barricade
CLASS ABILITIES	fighting style (bombard)*, primary target, suppressing fire, walking armory*

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

## EQUIPMENT

BULK	Current: 4; Encumbered: 9; Maximum: 16 Bulk
WORN	comm unit, commercial doshko, commercial machine gun (2 magazines; 20 projectile rounds), commercial shotalashu armor
WEALTH	1 credits



## WHAT IS A SOLDIER?

Obozaya is a **soldier**, a living bulwark of sturdy armor and big guns who relies on firepower to protect their allies and punish enemies.

### EQUIPMENT

The following rules apply to Obozaya's equipment.

**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.

**Automatic** In addition to a normal Strike, you can fire this weapon using the Auto-Fire action.

**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).

**Doshko** A traditional vesk poleaxe that deals slashing damage.

**Expend 1** Using this weapon expends 1 ammunition.

**Machine Gun** This proven and reliable automatic weapon deals piercing damage. This machine gun has 2 magazines with 10 projectile rounds each.

**Mag** The amount of ammo a magazine holds.

**Parry** This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

**Range Increment 40 Feet** Attacks with this weapon work normally up to a range of 40 feet. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of 40 feet between you and the target. Attacks beyond 240 feet are impossible.

**Reload 2** When you're out of ammunition, you can reload a new battery or magazine using 2 Interact actions. The GM determines whether they must be performed together as an activity, or if you can spend some of those actions during one turn and the rest during your next turn.

**Shotlashu Armor** A suit of medium armor.

**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.

### FEATS AND ABILITIES

Obozaya's feats and abilities are described below.

**Auto-Fire** ♦♦ (area, attack) **Requirements** You're wielding a weapon with the automatic trait; **Effect** You hit each creature in a cone with a range equal to half the weapon's range increment without making an attack roll. Any creature in the area takes weapon's damage (DC 17 basic Reflex save). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Auto-Fire has an expend equal to the number of targets in the area × 2.

When you Auto-Fire, you can avoid harming up to 2 allies in the area. Enemies who succeed (but not critically succeed) at their saves against such an attack are still suppressed until the start of your next turn.

**Barricade** ♦ (general, manipulate) You hastily create a barricade using nearby items, junk, or debris. The barricade provides lesser cover for you and one other ally, though you can Take Cover to increase this benefit to

standard cover. The barricade is flimsy and falls apart at the end of your next turn.

**Fearless** Whether it comes from a sense of duty or a desire to succeed, you rarely flinch when confronted by fearsome foes. If you roll a success on a saving throw against a fear effect, you get a critical success instead.

**Low-Light Vision** You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

**Primary Target** You can focus fire on a single target when unleashing the full devastation of your powerful area weaponry. Before you make an area attack with a weapon (such as from the Area Fire or Auto-Fire actions), you can make a ranged Strike as a free action with the same weapon against a single creature in the area, who's selected as your primary target. If your attack is a burst, you must select the creature closest to the center of the attack. If your attack is a cone or line, you must select the creature closest to you. If two or more creatures are equidistant, you can choose which one is your primary target. On a hit, if your primary target rolls a success against your Area Fire or Auto-Fire action, they get a failure instead. This Strike doesn't count toward your multiple attack penalty.

**Quick Swap** ⤵ (soldier) **Trigger** You're wielding a two-handed weapon, and an enemy creature moves adjacent to you; **Effect** You can switch weapons in stressful situations so that you quickly set yourself up to punish incoming foes. You stow your current weapon and draw another two-handed weapon. If you have multiple sets of arms, you can instead choose a set to become active.

**Suppressing Fire (Bombard)** When you Auto-Fire, you suppress your targets. Enemies in the affected area who don't critically succeed on their save against your area attack become suppressed until the start of your next turn. A suppressed target takes a -1 circumstance penalty on attack rolls and takes a -10-foot status penalty to its Speeds.