

ZEMIR

WITCHWARPER

3

ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	GRIFTER
SPEED	30 FEET	PERCEPTION	+5 (TRAINED)
LANGUAGES	AKITONIAN, BRETHEDAN, CASTROVELIAN, COMMON, PAHTRA, TRINARY, VESK		CLASS DC 19

STRENGTH	DEXTERITY	CONSTITUTION
STR +0	DEX +2	CON +1
INTELLIGENCE	WISDOM	CHARISMA
INT +4	WIS +0	CHA +2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	35	18
FORTITUDE	REFLEX	WILL
+6	+7	+7

Anchor Benefit: The presence or weight of your chosen object helps ground you in this reality. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions and holograms.

STRIKES

MELEE	◆ battleglove +5 (agile, analog, free-hand), 1d4 B
RANGED	◆ semi-auto pistol +7 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+7 ●	+11 ●●	+0
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+4	+4	+7 ●
DIPLOMACY (CHA)	INTIMIDATION (CHA)	PHYSICAL SCIENCE LORE (INT)
+7 ●	+7 ●	+9 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+5 ●	+9 ●
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
+2	+2	+0
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+9 ●	+7 ●	+0
THIEVERY (DEX)	● = TRAINED ●● = EXPERT ●●● = MASTER	
+2		

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition (Anchoring Strike)*, Versatile Human (Feather Step)*
CLASS FEATS	Anchoring Strike, Warp Wounds
GENERAL FEATS	Feather Step, Fleet*
SKILL FEATS	Assurance (Arcana), Charming Liar
CLASS ABILITIES	anchor (tangible object)*, Isolated Spell Matrix, paradox (anomaly)*, quantum field*

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

EQUIPMENT

BULK	Current: 1; Encumbered: 5; Maximum: 10 Bulk
WORN	commercial battleglove, comm unit, commercial hypopen, commercial medpatch, ordinary container, commercial semi-auto pistol (1 magazine; 10 projectile rounds), commercial tempweave (auto-CPR unit)
STOWED	commercial infiltrator's toolkit
WEALTH	363 credits

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	detect magic, figment, injury echo, light, stumble		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK	force barrage, jump, shifting surge, thunderstrike*		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2ND RANK	caustic conversion*, dispel magic, resist energy		
<input type="checkbox"/> FOCUS SPELLS	warp terrain		



WHAT IS A WITCHWARPER?

Zemir is a **witchwarper**, a spellcaster who manipulates reality by drawing on the infinite possibilities of the multiverse.

EQUIPMENT

The following rules apply to Zemir's equipment.

Auto-CPR Unit This device monitors your vital signs and automatically administers aid. When you have the dying condition while wearing this armor, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

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.


Analogue 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.

Battleglove Durable gloves conceal weighted plates over the knuckles.

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).


Expend 1 Using this weapon expends 1 ammunition.

Free-Hand This weapon doesn't take up your hand and can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with this weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

☐ **Hypopen, Commercial** (consumable, nanite, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Remove the fatigued condition or decrease the value of the clumsy or sickened condition by 1.

Infiltrator's Toolkit, Commercial You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

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.

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.

Semi-Auto Pistol This basic pistol has 1 magazine with 10 projectile rounds.

Tempweave Hooded, thermal armor.

FEATS AND ABILITIES

Zemir's feats and abilities are described below.

Anchoring Strike  (flourish, fortune, witchwarper) **Requirements** Your quantum field is active; **Effect** Make a Strike. The Strike gains the following success and critical success effects.


Critical Success The Strike gains the anchoring trait. You can reroll the damage dice rolled for this strike, but you must use the second result, even if it's worse.


Success The Strike gains the anchoring trait.

Assurance (Arcana) (fortune) Even in the worst circumstances, you can perform basic tasks with the Arcana skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 17 (do not apply any modifiers to this result).


Charming Liar Your charm allows you to win over those you lie to. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve.


Feather Step You can Step into difficult terrain.

Isolated Spell Matrix  (anchoring, spellshape) If the next action you use is to Cast a Spell that has a range, increase the spell's range to 100 feet. That spell only affects targets inside your quantum field, and the area of the spell doesn't extend beyond your quantum field.

Quantum Pulse  (witchwarper) **Trigger** You roll initiative; **Effect** As combat begins, you Warp Reality.


Signature Spells Spells marked with an asterisk (*) are signature spells. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately.

Sustain Quantum Field  (concentrate) **Requirements** Your quantum field is active; **Effect** Each time you Sustain a quantum field with the Sustain action (instead of an anchoring action), you can move it to a new position within 100 feet. Reduce your frightened condition by 1. If you aren't frightened, you instead gain a +1 circumstance bonus to Will saves against fear effects and a +2 circumstance bonus to your Will DC against attempts to Demoralize you until the start of your next turn. You can only benefit from this once per round. Your quantum field automatically deactivates if you're knocked out, if you Dismiss it, or if you move more than 100 feet away from it.

Warp Reality  (concentrate, witchwarper) **Requirements** Your quantum field isn't active; **Effect** Your quantum field activates and lasts as long as you Sustain it (up to 10 minutes) or until the end of your next turn. Your quantum field is a 20-foot burst centered on a point you choose within 100 feet. While your quantum field is active, you can use actions that have the anchoring trait. Choose whether each creature in the area is affected by your quantum field when you Warp Reality, each time you Sustain it, and when a creature enters your quantum field. You gain additional effects when you Sustain Quantum Field.

When an enemy in your quantum field attempts an action with the concentrate trait, the action is disrupted unless they succeed at a DC 5 flat check. The first time a creature fails this check, it becomes temporarily immune for 24 hours.

Your quantum field automatically deactivates if you're knocked out, if you Dismiss it, or if you move more than 100 feet away from it.

Warp Wounds  (witchwarper) **Trigger** An enemy damages you; **Requirements** An enemy or willing ally is in your quantum field; **Effect** Your reality shifts to partly overlap with another in which someone else was injured in your stead. You gain resistance to all damage against the triggering attack equal to half your level, and one enemy or willing ally in your quantum field takes damage of the same type equal to the amount of damage prevented this way, with a basic Fortitude save against your class DC.

SPELLS

Zemir can cast the following spells. He can cast his 1st-rank spells four times per day and 2nd-rank spells three times per day in any combination and can cast his cantrips at will.

CANTRIPS (AT WILL) (2ND-RANK)

Detect Magic ♦♦ (cantrip, concentrate, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

Figment ♦♦ (cantrip, concentrate, illusion, manipulate, subtle) **Range** 30 feet; **Duration** sustained; **Effect** You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and lacking detail if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

Injury Echo ♦♦ (cantrip, concentrate, manipulate) **Range** 60 feet; **Targets** 1 creature; **Defense** basic Will; **Effect** You manifest an injury from the future or past to harm a creature in the present. Choose bludgeoning, piercing, or slashing damage. The target takes 1d8 of the selected damage type with a basic Will save. If the target fails its save and then takes the same type of damage before the end of your next turn, it takes an additional 1d4 persistent bleed damage.

Light ♦♦ (cantrip, concentrate, light, manipulate) **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement. You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Stumble ♦♦ (cantrip, concentrate, manipulate) **Range** 100 feet; **Targets** 1 creature; **Defense** Reflex; **Effect** A burst of microgravity causes a tremor around the target, pulling it toward the ground. The target must attempt a Reflex save.

Failure The target becomes off-guard for 1 round. If the target was flying, swimming, or floating, it falls 15 feet downward.

Critical Failure The target falls prone. If the target was flying, swimming, or floating, it falls 30 feet downward.

1ST-RANK SPELLS (4/DAY)

Force Barrage ♦ to ♦♦♦ (concentrate, force, manipulate) **Range** 120 feet; **Targets** 1 creature; **Effect** You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three

shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Jump ♦ (manipulate, move) Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Shifting Surge ♦♦ (concentrate, manipulate) **Range** 30 feet; **Targets** one weapon that deals acid, cold, electricity, fire, or sonic damage; **Duration** 1 minute or until discharged; **Effect** You release a surge of magical energy that temporarily changes the type of damage dealt by a target weapon. The next Strike the weapon makes deals your choice of acid, cold, electricity, fire, or sonic damage, and deals an additional 1d6 extra damage of the same type as the weapon's normal damage.

Thunderstrike ♦♦ (concentrate, electricity, manipulate, sonic) **Range** 120 feet; **Targets** 1 creature; **Defense** basic Reflex; **Effect** You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

2ND-RANK SPELLS (3/DAY)

Caustic Conversion ♦♦ (acid, attack, concentrate, manipulate) **Range** 120 feet; **Targets** 1 creature; **Defense** AC; **Effect** You launch a torrent of magical nanites that begin dissolving your target. Make a ranged spell attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Dispel Magic ♦♦ (concentrate, manipulate) **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 301). If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Resist Energy ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Thunderstrike ♦♦ (concentrate, electricity, manipulate, sonic) As 1st-rank *thunderstrike*, but 2d12 electricity damage and 2d4 sonic damage.

FOCUS SPELLS (1 FOCUS POINT) (2ND-RANK)

Zemir can cast a warp spell. Warp spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (Player Core 296) to contemplate infinite worlds or conduct quantum magical research.

Warp Terrain ♦ (uncommon, anchoring, concentrate, focus, witchwarper) You materialize terrain features from another reality within your quantum field. Choose one of the following effects, which lasts as long as your quantum field remains active, until you cast *warp terrain* again, or you dismiss this spell.

- You cause the area of your quantum field to become difficult terrain. You determine the appearance of the warped terrain. You and your

allies can move through warped terrain normally and can Take Cover using its features.

- You suppress terrain in your field, causing any existing difficult or greater difficult terrain in your quantum field to become normal terrain. This does not apply to effects that cause a creature to count squares as difficult terrain (such as a solarian's graviton-attunement attacks). If you're attempting to suppress terrain created by a spell or other magical effect, you must successfully counteract the effect.

You can choose to have the quantum field fill with fog, smoke, or another phenomenon that obscures vision. This functions as *mist*. You can instead suppress one of these effects within your quantum field.