

ISEPH

OPERATIVE 7

ANCESTRY	ANDROID (MOD FANATIC)	BACKGROUND	HACKER
SPEED	25 FEET	PERCEPTION	+15 (MASTER)
SENSES	DARKVISION		(+2 TO INITIATIVE ROLLS)
LANGUAGES	COMMON, DIASPORAN, TRINARY, VERCITE	CLASS DC	23

STRENGTH	DEXTERITY	CONSTITUTION
STR +2	DEX +4	CON +3
INTELLIGENCE	WISDOM	CHARISMA
INT +2	WIS +2	CHA -1

DEFENSES		
CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	85	25
FORTITUDE +12	REFLEX +17	WILL +13

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

STRIKES	
MELEE	zero knife +13 (agile, finesse, powered, tech, versatile P), 1d4+2 cold
RANGED	semi-auto pistol +18 (analog, expend 1, mag 10, range increment 60 feet, reload 1, tracking +1), 2d6+3 piercing

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+15 ●●	+2	+11 ●
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+11 ●	+2	-1
DIPLOMACY (CHA)	INTIMIDATION (CHA)	INFOSPHERE LORE (INT)
-1	-1	+11 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+2	+2
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
-1	+17 ●●● (+2 for initiative rolls)	+2
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+11 ●	+13 ●	+2
THIEVERY (DEX)		
+13 ●		

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES	
ANCESTRY ABILITIES	Advanced Targeting System*, constructed*, low-light vision, Mod Fanatic Android*, Nightvision Adaptation, Quickened Processor*
CLASS FEATS	Hair Trigger, Mobile Aim, Kill Steal, Switch Target
GENERAL FEATS	Ancestral Paragon (Nightvision Adaptation)*
SKILL FEATS	Cat Fall, Dive for Cover, Hologram Skeptic, Phishing Expertise, Phreaker, Steady Balance, Take the Wheel
CLASS ABILITIES	focused, operative's specialization (skirmisher), sharpshooter* (Aim 2d4), specialized skill set (Cat Fall, Dive for Cover), urban operator, weapon specialization*

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

Numbers shown next to this symbol are added to a d20 roll.

EQUIPMENT	
BULK	Current: 1; Encumbered: 7; Maximum: 12 Bulk
WORN	comm unit, tactical force field, commercial incendiary grenade, tactical medpatches (3), tactical second skin, advanced semi-auto pistol (2 magazines; 20 projectile rounds), commercial zero knife
STOWED	commercial infiltrator's toolkit
WEALTH	2,460 credits



WHAT IS AN OPERATIVE?

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

EQUIPMENT

The following rules apply to Iseph's equipment.

Advanced Weapon The weapon gains the tracking +1 trait, deals 2 damage dice worth of damage, and gains +1 upgrade slot.

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.

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. If the equipment you use is at least 3rd level, you gain a +1 item bonus to Disable a Device or Hack. You can use this feat to Combat Hack.


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, Tactical (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.

Each time you're critically hit while your force field is active, attempt a flat check against the listed DC. On a success, it becomes a normal hit.

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 tactical force field has 14 HP and replenishes 3 HP on your turn, and the flat check DC is 20.

☐ **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, Tactical** (consumable, healing, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Upon using this medpatch, you regain 3d6+6 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 2 magazines with 10 projectile rounds each. On critical hit, the target must succeed at a DC 21 Fortitude save or be slowed 1 for 1 round.

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.


Tracking +1 Attack rolls with this weapon gain a +1 item bonus (already included in Iseph's statistics).

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 2d4 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.

Cat Fall Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 25 feet shorter.


Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.


Dive for Cover  (general, skill) When threatened, you can quickly take a dive and find somewhere to hunker down. You Leap, land prone, and immediately Take Cover, which allows you to hunker down and gain greater cover against ranged attacks.

Focused You're highly focused on your target and able to discern their moves. When you roll a success on a Reflex save against your mark, you get a critical success instead.

Hair Trigger  (operative) **Trigger** The last creature you Aimed at since the start of your last turn uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action; **Requirements** You're wielding a gun; **Effect** You attempt a ranged Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Hologram Skeptic Even if you aren't Searching, you always attempt a check to disbelieve holograms and effects with the illusion and tech traits that normally require you to Search or Interact with them.

Kill Steal  (operative) **Trigger** An ally ends their turn after hitting a creature two or more times or critically hitting a creature; **Requirements** You're wielding a gun; **Effect** You fire a quick shot at a foe your ally is focusing their attacks on. You Aim at the creature your triggering ally hit and then make a ranged Strike against that creature.

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

Phishing Expertise You can Create Forgery using Computers instead of Society. Digital forgeries are compared against your Computers DC. Using information gained from a successful forgery usually requires additional checks, including Deception and Society, and casting too wide a net runs the risk of a potential victim figuring out your ruse and turning you in to the authorities.

Quickened Processor You gain a +1 circumstance bonus to Perception checks for initiative rolls and a +2 circumstance bonus to Piloting checks for initiative rolls.

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.

☐ **Sure Strike (1st-rank)** ◆ (concentrate, fortune) **Frequency** once per day; **Duration** until the end of your turn; **Effect** The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat checks required due to the target being concealed or hidden. You are then temporarily immune to *sure strike* for 10 minutes.

Switch Target ◆ (operative) **Trigger** The creature you've currently Aimed at gains the dying or unconscious condition; **Requirements** You're wielding a gun; **Effect** As your target falls, you immediately home in on the next. You Aim at a different creature.

Take the Wheel ◆ (general, skill) You Board and Take Control of an adjacent vehicle.

Urban Operator You ignore difficult terrain in urban environments, and greater difficult terrain from urban environments is only difficult terrain for you.