

OBOZAYA

SOLDIER

7

ANCESTRY	VESK (BRISKWANDER)	BACKGROUND	TROOPER
SPEED	25 FEET	PERCEPTION	+12 (EXPERT)
SENSES	LOW-LIGHT VISION		
LANGUAGES	AKITONIAN, COMMON, PAHTRA, VESK	CLASS DC	25
STRENGTH	DEXTERITY	CONSTITUTION	
STR +3	DEX +3	CON +4	
INTELLIGENCE	WISDOM	CHARISMA	
INT +1	WIS +1	CHA +1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCES
	115	28	acid 2, cold, 2, electricity 2, fire 2
FORTITUDE +17	REFLEX +14	WILL +12	

Fearless: If you roll a success on a saving throw against a fear effect, you get a critical success instead. **Tough as Nails:** If you roll a success on a Fortitude save, you get a critical success instead. **Toughness:** You reduce the DC of recovery checks by 1.

STRIKES

MELEE	<ul style="list-style-type: none"> doshko +14 (analog, parry, vesk), 2d12+5 piercing
RANGED	<ul style="list-style-type: none"> machine gun +14 (automatic [DC 26], expend 1, mag 20, range increment 40 feet, reload 1, tech, tracking +1), 2d8+2 piercing grenade launcher (area [DC 25], range 280 feet, reload 2, tech), special Area Fire, grenade launcher frag grenade (5-foot burst, consumable, expend 1, range 280 feet, reload 2), 1d8+2 piercing (DC 25 basic Reflex save; 1 persistent bleed on critical failure; suppressed on successful, failed, or critically failed save) Area Fire, grenade launcher incendiary grenade (5-foot burst, consumable, expend 1, range 280 feet, reload 2), 1d8+2 fire (DC 25 basic Reflex save; knocked 5 feet away on critical failure; suppressed on successful, failed, or critically failed save) Area Fire, machine gun (20-foot cone, tech), 2d8+2 piercing (DC 26 basic Reflex save; DC 25 Fortitude save or become slowed 1 for 1 round on critical failure)

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+3	+1	+14 •• (+15 to Reposition or Shove)
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+1	+1	+1
DIPLOMACY (CHA)	INTIMIDATION (CHA)	WARFARE LORE (INT)
+0	+14 ••• (+17 to Coerce or Demoralize)	+10 •
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+10 •	+1
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
+1	+3	+1
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+10 •	+12 •	+10 •
THIEVERY (DEX)		
+3		

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Briskwander Vesk, Fearless, low-light vision, Terrifying Bravado
CLASS FEATS	Intimidating Taunt, Menacing Laughter, Quick Swap, Widen Area
GENERAL FEATS	Fleet*, Toughness
SKILL FEATS	Barricade, Deadlift, Intimidating Prowess, Powerful Leap
CLASS ABILITIES	fearsome bulwark*, fighting style (bombard), primary target, suppressing fire, tough as nails, walking armory*, weapon specialization*

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

EQUIPMENT

BULK	Current: 9; Encumbered: 10; Maximum: 17 Bulk
WORN	comm unit, advanced doshko, commercial frag grenades (2), commercial grenade launcher, tactical hidden soldier armor (commercial jetpack), commercial incendiary grenades (3), advanced machine gun (4 magazines; 40 projectile rounds)
WEALTH	1,452 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.

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


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

Ceramic Armor Specialization (Hidden Soldier Armor) You gain resistance 3 to acid, cold, fire, and electricity damage.

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.


☐ ☐ **Frag Grenade, Commercial** (consumable, 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 piercing damage with a basic Reflex save against your class DC.

Expend 1 Using this weapon expends 1 ammunition.

Grenade Launcher The rotating barrel of this automatic breechloading launcher holds up to six grenades of any variety, allowing its wielder to choose a different grenade each time they fire. A grenade launcher is considered a martial ranged weapon, has reload of 2, and a range of 280 feet.

Hidden Soldier Armor A suit of heavy armor.

☐ ☐ ☐ **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.

Jetpack (tech) Boosters attached to your armor allow you to fly; **Usage** installed in armor; **Activate—Fly**  (manipulate) You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you're off-guard while doing so. A jetpack can't lift you if you're encumbered.

Machine Gun This proven and reliable automatic weapon deals piercing damage. This machine gun has 4 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.

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. Area attacks with this weapon gain +1 item bonus to the class DCs of saves. These are already included in Obozaya's statistics.

FEATS AND ABILITIES


Obozaya's feats and abilities are described below.


Area Fire  (area, attack) **Requirements** You're wielding a weapon with the area trait; **Effect** You attempt to hit each creature in a designated area, which has a range equal to the weapon's range increment (for cone or line) or a designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a DC 21 basic Reflex save. This damage is area damage. Creatures who critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Area Fire has an expend equal to the value listed on the weapon.

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


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 26 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 \times 2.

When you Auto-Fire, you can avoid harming up to 2 allies in the area. Enemies who succeed (but not critically succeed) 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.

Deadlift  (general, skill) **Requirements** You aren't fatigued; **Effect** For 1 minute, you can carry 6 more Bulk than normal before becoming encumbered. When the benefits of this feat end, you become fatigued for 10 minutes.

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.

Intimidating Taunt  (concentrate, mental, soldier) You taunt your enemy mercilessly, forcing them to acknowledge you as an immediate threat. Attempt an Intimidation check and compare it to the Will DC of one enemy creature within 60 feet. The target is then temporarily immune to any use of Intimidating Taunt for 1 hour. This action has the auditory trait or visual trait, depending on how you taunt your enemy.

Critical Success Until the start of your next turn, any hostile actions that the creature takes must include you as a target or include you in the area; otherwise, the creature takes a -2 circumstance penalty to attack rolls and to its save DC for those hostile actions.

Success As critical success, but only the first hostile action that the creature takes is affected.

Failure The creature is unaffected.

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.

Menacing Laughter ♦ (auditory, soldier) Your laughter (or other vocalization) remains audible over the din of your weapons fire. Attempt an Intimidation check to Demoralize each creature within 30 feet who's suppressed.

Powerful Leap You can jump 5 feet up with a vertical Leap without making a High Jump. You also increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

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.

Terrifying Bravado ⤵ (vesk) **Trigger** You critically succeed on a save against a fear effect whose source was a creature, or a creature fails or critically fails an Intimidation check to Demoralize you; **Effect** You laugh at your enemy's failed attempts to bully you, turning the tables on your foe with a display of terrifying bravado. You attempt an Intimidation check to Demoralize the triggering creature.

Widen Area ♦ (manipulate, soldier) **Requirements** You're wielding an area or automatic weapon; **Effect** You set up your area weapon to affect more targets. If the next action you use is to Area Fire or Auto-Fire in a burst, cone, or line, increase the area of that attack. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that's normally 15 feet or smaller, and add 10 feet to the length of a larger cone or line.