

Female damaya lashunta xenoseeker technomancer 1
LG Medium humanoid (lashunta)

Init +2; **Perception** +0

DEFENSE **SP** 5 **HP** 9 **RP** 4
EAC 13; **KAC** 14

Fort +0; **Ref** +2; **Will** +2

OFFENSE

Speed 30 ft.

Melee tactical baton +2 (1d4; analog, operative)

Ranged azimuth laser pistol +3 (1d4 F; critical burn 1d4) or
stickybomb grenade 1–4 (explode [10 ft., entangled 2d4
rounds, DC 8])

Lashunta Spell-Like Abilities (CL 1st)

1/day—*detect thoughts*

At will—*daze*, *psychokinetic hand*

Technomancer Spells Known (CL 1st; ranged +2)

1st (3/day)—*grease*, *magic missile*

0 (at will)—*dancing lights*, *detect magic*, *energy
ray*, *mending*

STATISTICS

Str 10 (+0); **Dex** 14 (+2); **Con** 10 (+0); **Int** 16 (+3); **Wis** 10 (+0);
Cha 13 (+1)

Skills Computers +9 (1 rank), Diplomacy +2, Engineering +7
(1 rank), Life Science +10, Mysticism +4, Physical
Science +7, Piloting +6 (1 rank); (reduce the DC of Life
Science checks to identify rare creatures by 5)

Feats Weapon Focus (small arms)

Languages Castrovelian, Celestial, Common, Elven, Triaxian;
limited telepathy 30 ft.

Other Abilities spell cache

Combat Gear *mk 1 serum of healing*, stickybomb grenade 1;

Other Gear second skin, azimuth laser pistol with 1 battery
(20 charges), tactical baton, engineering tool kit,
everyday clothing, hygiene kit, personal comm unit,
credstick (1 credit)

SPECIAL ABILITIES

Lashunta Magic Raia can use the following spell-like
abilities, each as a standard action.

Daze: This spell causes a humanoid creature of CR 3 or
lower to be dazed for 1 round (Will DC 11 negates).

Detect Thoughts: Raia can detect the surface thoughts of
intelligent creatures within a 60-foot cone, and if she
concentrates, she can attempt to read those thoughts
(Will DC 12 negates).

Psychokinetic Hand: Once this spell is cast, as long as Raia
concentrates (a standard action each round), she can take a
move action to move an object within 25 feet that weighs
10 pounds or less up to 15 feet. She can't perform fine
manipulation (such as firing a weapon or using a computer),
but she can push a single button or close a container's lid.

Limited Telepathy (Su) Raia can communicate
telepathically with creatures within 30 feet that share a
language with her.

Spell Cache (Su) Raia has an arm implant that functions as
her spell cache. Once per day, she can cast one of her
spells known even if she has expended all her spell slots
of that spell level.

Spells Raia can cast these spells, each as a standard action.

Dancing Lights: Raia can create up to four flashlight-sized
lights in a 10-foot-radius area.

Detect Magic: This spell reveals whether creatures or
objects seen within a 60-foot cone are magical, and with
concentration, can determine whether one magical source
is a spell, magic item, or other effect, and its caster level.

Energy Ray: Raia can fire a ray of energy (choose acid, cold,
electricity, or fire) as a ranged attack (+2 bonus) that targets
EAC and deals 1d3 damage of the chosen energy type.

Grease: Raia can coat a 10-foot square or one object with
slippery grease, causing creatures in the area to fall
prone or drop the object (Reflex DC 14 partial).

Magic Missile: Raia can fire two missiles of magical energy
that automatically hit and deal 1d4+1 force damage
each. If she casts this spell as a full action, Raia fires
three missiles.

Mending: This spell restores 1d4 Hit Points to one object
or construct of up to 1 bulk.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20 times
before its battery needs to be recharged or replaced.

Engineering Tool Kit These specialized tools allow Raia to
attempt Engineering checks without penalty.

Mk 1 Serum of Healing Drinking this serum restores 1d8 HP.

Second Skin While wearing this armor, Raia can close its
environmental seals and survive in a vacuum (or other
harsh environment) for up to 24 hours.

A magical scholar from Castrovel, Raia Danviri lives to meet
new cultures and learn from them.

