

Female damaya lashunta xenoseeker technomancer 8

LG Medium humanoid (lashunta)

Init +4; **Senses** darkvision (60 ft.); **Perception** +8

DEFENSE **SP** 48 **HP** 44 **RP** 10
EAC 22; **KAC** 23

Fort +3; **Ref** +6; **Will** +6

OFFENSE

Speed 30 ft.

Melee tactical baton +10 (1d4+4; analog, operative)

Ranged aphelion laser pistol +11 (3d4+4 F; critical burn 1d4; boost 1d4)

Offensive Abilities empowered weapon, spellshot

Lashunta Spell-Like Abilities (CL 8th)

1/day—*detect thoughts*

At will—*daze*, *psychokinetic hand*

Technomancer Spells Known (CL 8th; ranged +10)

3rd (3/day)—*displacement*, *explosive blast*, *flight**

2nd (5/day)—*invisibility*, *make whole*, *microbot assault*, *mirror image*

1st (5/day)—*comprehend languages*, *grease*, *magic missile*, *overheat*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *energy ray*, *ghost sound*, *mending*, *transfer charge*

* This spell can be cast using a 1st- 2nd-, or 3rd-level spell slot to varying effect. See the spell's description.

STATISTICS

Str 10 (+0); **Dex** 18 (+4); **Con** 12 (+1); **Int** 22 (+6); **Wis** 10 (+0);
Cha 15 (+2)

Skills Computers +21 (8 ranks), Culture +14, Diplomacy +10, Engineering +17 (8 ranks), Intimidate +10, Life Science +20, Mysticism +13, Physical Science +17, Perception +8, Piloting +15 (8 ranks); (reduce the DCs of Life Science checks to identify rare creatures by 5)

Feats Agile Casting, Amplified Glitch, Mobility, Spell Focus, Weapon Focus (small arms)

Languages Abyssal, Akitonian, Aklo, Brethedan, Castrovelian, Celestial, Common, Elven, Eoxian, Goblin, Kasatha, Shirren, Triaxian, Vercite, Vesk, Ysoki; limited telepathy 30 ft.

Other Abilities cache capacitor, charging jolt, quick pidgin, spell cache

Combat Gear *mk 1 serums of healing* (2), *mk 2 serums of healing* (2), *spell gem of dispel magic*; **Other Gear** D-suit II (upgrade: infrared sensors), aphelion laser pistol with 2 high-capacity batteries (40 charges each), tactical

baton, engineering tool kit, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (399 credits); **Augmentations** mk 1 synaptic accelerators (Dexterity), mk 2 synaptic accelerators (Intelligence)

SPECIAL ABILITIES

Agile Casting As a full action Raia can move up to her speed and cast a spell that has a casting time of 1 standard action or less (or use a supernatural ability activated as a standard action or less) at any point during her movement.

Amplified Glitch As a standard action, Raia can cause technological devices to briefly malfunction in loud, distracting ways. She can target four creatures, no two of which can be more than 20 feet apart and all of which must be within 30 feet of a technological device. With a successful Computers check (DC = 15 + 1 per target + 1-1/2 the CR of the highest-CR target) she can cause targets to be shaken for 1 round, plus 1 additional round for every 5 by which she exceeds the check's DC. A creature she targets with this feat is immune to further uses of this feat for 24 hours.

Cache Capacitor When Raia prepares spells for the day, she can cast *unseen servant* into her cache capacitor and have it remain active for 24 hours.

Charging Jolt (Su) As a move action, Raia can expend an unused spell slot to recharge a weapon's battery or power cell (restoring 10 charges per level of the spell slot). She can also use this ability to short out devices, allowing her to attempt an Engineering check to disable a device with a bonus equal to double the level of the spell slot expended.

Darkvision Raia can see up to 60 feet in total darkness.

Empowered Weapon As a move action, Raia can expend a spell slot to grant her weapon a bonus to attacks equal to the level of the spell slot, and +1d6 bonus damage per level of spell slot expended. This bonus lasts until the start of her next turn.

Lashunta Magic Raia has the following spell-like abilities.

Daze: This spell causes a humanoid creature of CR 3 or lower to be dazed for 1 round (Will DC 12 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 13 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 45 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.

Mobility Raia gains a +4 bonus to her AC against attacks of opportunity she provokes by moving out of a threatened square.

Quick Pidgin If Raia spends 10 minutes attempting to converse with creatures that do not share a language with her, she can then attempt a DC 25 Culture check. If she succeeds, she formulates a simple pidgin language that allows basic communication with those creatures.

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.

Spellshot (Su) Raia can cast an area spell with a casting time of 1 standard action or less through a ranged weapon. She must target a single creature, and the spell's area is centered on that creature (or originates at that creature's location oriented how she chooses, for line and cone effects). She fires the weapon as part of the action to cast the spell, and if the attack misses, the spell is wasted. Spells that are emanations centered on Raia cannot benefit from this ability.

Spells Raia can cast the following spells as a standard action unless the spell says otherwise.

Comprehend Languages: Raia can understand spoken, signed, or written languages for 80 minutes.

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.

Displacement: A touched target gains a 50% miss chance for 8 rounds.

Energy Ray: Raia can fire a ray of energy (choose acid, cold, electricity, or fire) as a ranged attack (+10 bonus)

that targets EAC and deals 1d3 damage of the chosen energy type.

Explosive Blast: This spell creates a 20-foot-radius burst within 180 feet, which deals 9d6 fire damage to each creature in the area (Reflex DC 20 half).

Flight (1st-Level Spell): One Medium or smaller falling creature or object per level, all within 20 feet of each other, falls at 60 feet per round and takes no damage when it lands. This spell can be cast as a reaction.

Flight (2nd-Level Spell): One creature or object (up to 100 pounds/10 bulk per level) within 65 feet moves up or down 20 feet per round, as Raia directs as a move action.

Flight (3rd-Level Spell): One creature touched gains a 60-foot fly speed for 8 minutes.

Ghost Sound: Raia can create an illusory sound (DC 17 to disbelieve) that can be as loud as 20 normal humans.

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 18 partial).

Invisibility: The creature touched is invisible for 8 minutes or until it attacks.

Make Whole: This spell restores 5d6 Hit Points to an object or construct.

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 HP to one object or construct of up to 1 bulk.

Microbot Assault: This spell creates a 10-foot-square area filled with microbots that harry Raia's enemies for as long as she concentrates (a standard action) plus 1 round afterward. If the microbot swarm is not harrying an enemy at the beginning of a round, it flies 20 feet toward Raia's nearest enemy. The microbots provide harrying fire against foes in the microbots' spaces, and covering fire to anyone attacked by foes in the microbots' spaces.

Mirror Image: Raia creates 1d4 figments that move with her and duplicate her movements for 8 minutes. When she is targeted and hit by a damaging effect, roll randomly to see if the target is Raia or an image (which then dissipates). An attack that misses Raia's AC by 5 or less, or that misses due to a percentage chance to miss, also destroys an image.

Overheat: This spell deals 2d8 points of fire damage to creatures in a 15-foot burst (Reflex DC 18 half).

Transfer Charge: Raia can transfer charges between two identical batteries or power cells.

Unseen Servant: An invisible force performs minor tasks for Raia for 8 hours.

GEAR DESCRIPTIONS

Aphelion Laser Pistol This weapon can be fired 20 times before its high-capacity battery needs to be recharged or replaced. As a move action, it can be boosted to deal an additional 1d4 damage on its next attack (as long as it occurs before the end of Raia's next turn), which takes as much energy as firing it twice.

D-Suit II While wearing this armor, Raia can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 7 days. Its infrared sensors grant her darkvision with a 60-foot range.

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

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

Mk 2 Serum of Healing Drinking a vial of this serum restores 3d8 HP.

Mk 1 Synaptic Accelerators These implants give Raia an additional +2 to her Dexterity score (already included in her statistics).

Mk 2 Synaptic Accelerators These implants give Raia an additional +4 to her Intelligence score (already included in her statistics).

Spell Gem of Dispel Magic Raia can cast *dispel magic* once from this spell gem. She attempts a dispel check (1d20 + her caster level) to end an ongoing spell effect or suppress the magic of an item for 1d4 rounds.

Raia Danviri was born on Castrovel, taught by her famous diplomat parents to value and learn from all life, no matter how strange. While she excelled at technomancy, enjoying the inherent logical systems within both technology and magic, she quickly discovered that her true love was encountering new alien cultures. Signing on with starship crews as a science officer and technomantic muscle, she eagerly travels the galaxy in search of new alien races, firm in her belief that both they and the Pact Worlds might be enriched by the exchange of ideas—provided the meeting is handled correctly.