

The logo for Starfinder, featuring the word "STARFINDER" in a stylized, orange, blocky font with a blue and red border. The letters have a metallic, industrial appearance with some internal details.

# STARFINDER

The background illustration depicts a futuristic scene. In the upper left, a large, white and grey spaceship with a glowing blue ring on its side is flying. In the center, a small, red, tentacle-like creature is suspended in the air. In the foreground, a large, multi-limbed mechanical robot with red glowing joints is on the ground. To its right, a small, red, alien-like character is crouching. On the far right, a tall, silver, humanoid robot with a glowing blue eye and a gun is walking. The background shows a dark, mountainous landscape under a blue sky.

## THE GREAT GRAV-TRAIN ROBBERY

A button with a dark, metallic background and a light-colored border. The text "Pregenerated Characters" is written in a white, sans-serif font.

Pregenerated Characters

# STARFINDER

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for 6th-level Characters



## THE GREAT GRAV-TRAIN ROBBERY

### Starfinder One-Shot

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*Starfinder One-Shot: The Great Grav-Train Robbery* is a short Starfinder adventure, designed to be played in a single 3- to 4-hour session. This adventure includes pregenerated characters with backstories tied to the plot of the adventure (found in a separate, downloadable PDF). If players create their own characters, they can use the adventure background to customize their characters to the adventure.

**Sources:** This adventure refers to several other Starfinder products, but these additional supplements aren't required to play the adventure. You can find the complete rules for these additional supplements at [paizo.com/sfrd](http://paizo.com/sfrd).

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## LET'S GO DO SOME CRIMES

Pan is a world in the Tabori Cluster and home to the ruthless Ixo Syndicate, a criminal network which considers anyone who performs even the simplest job for it to be a lifetime member. Over the years, the Ixo Syndicate has managed to bribe or blackmail most of the elected officials of Pan, and they now have free rein over the planet, but many of Pan's criminals avoid syndicate work to remain free agents. Thanks to the planet's many small but aggressive criminal organizations—and offworld mining corporations eager to sabotage the Ixo Syndicate and willing to pay well—opportunities are plentiful. Spathinae colony Aramesh Maageri is one of these free agents. Deep in debt to a local crime lord after his last job went bad, Aramesh has learned that a mysterious cargo is departing Blastridge on a syndicate grav-train, and Ixo's corporate rival, Ulrikka Clanholdings, will pay a small fortune for that cargo.

Aramesh has recruited a ragtag band of miscreants for this job; all have been active in Pan's criminal underworld for some time, consider themselves independent contractors, and are already familiar with each other by reputation, if not by personal experience. While each has their own reasons for taking up a life of crime, they all have one thing in common: animosity toward the Ixo Syndicate, which means the opportunity to rob them is almost as tempting as the payday.

## THE PLAN

According to Aramesh's information, the prize is inside a crate sealed with magnetic locks traveling in cargo car 07C. If the team can access the car and open its bay doors from the inside, Ardo Vonn's enercopter will airlift both them and the artifact to safety before anyone notices it's missing. However, the console that opens the doors requires access codes that are currently held in a datapad belonging to Brom Lancaster, the train's chief of security. The PCs will need to find Brom among the other Ixo Syndicate personnel in the VIP passenger car, steal his datapad, take it to the cargo car, use the datapad to open the bay doors, find the right crate, and then safely escape on the enercopter.

## MIXING UP THE CREW

Your group might prefer to use a crew of your own creation for *The Great Grav-Train Robbery* instead of the pregenerated characters provided here. New characters should work fine in this adventure, or you might consider keeping the pregenerated stat blocks while changing equipment and minor aspects as necessary. Although everyone in the crew is a career criminal, they're antiheroes in the Robin Hood sense, not outright villains, and any characters you create for the robbery should share a common philosophy that encourages cooperation and discourages unequivocally evil actions.



## THE FACE: ARAMESH MAAGERI

Spathinae colonies are rare on Pan, and the few that do exist have merged and split so many times over the years since their progenitors arrived on the planet that they retain little of whatever cultural identity they once had; instead, they adapt to take on the social mores of the settlers surrounding them. The colony calling themselves Aramesh Maageri has cultivated a persona inspired by Boffo Zandarini, a fictional character from one of the few entertainment trivid series available on Pan's infosphere, even going so far as to adopt the character's distinctive wardrobe and trademark mannerisms.

Over the last decade, Maageri's gregarious personality and infectious charm has made them an omnipresent figure in the social circles of urban Pan, particularly among individuals of a slightly less than law-abiding nature. As it turned out, the colony's nature as a distributed intelligence included a unique aptitude for networking and socialization, a talent which has proven useful in making Aramesh a successful information broker, jack-of-all-trades, and general go-between for movers and shakers of Pan's underworld who have chosen not to associate with the Ixo Syndicate.

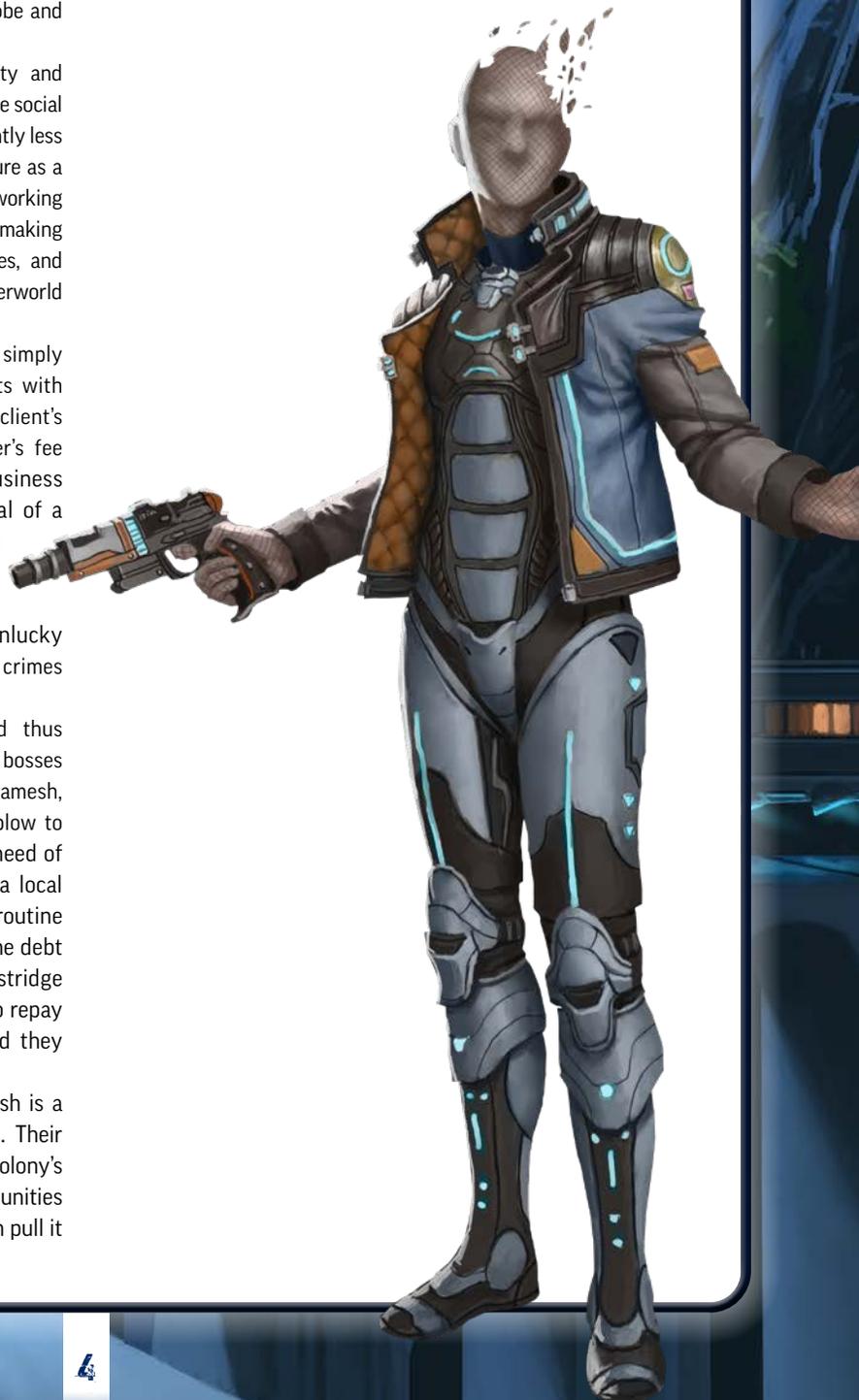
For many years, Maageri made a comfortable living simply doing what they did best: connecting interested clients with skilled individuals whose morals didn't conflict with the client's particular needs. Naturally, Aramesh collected a finder's fee upon the job's completion. However, Aramesh's business model has become complicated by the recent arrival of a new player on the scene: the self-styled "gentleman bandit" Royce Flynn, who has made a name for himself by swooping in on jobs in progress and snatching the spoils, which has left more than a few unlucky burglars not only empty-handed but on the hook for crimes they technically never got the chance to commit.

To avoid inadvertently publicizing their plans—and thus exposing their activities to Flynn's antics—local crime bosses now actively avoid recruiting subcontractors like Aramesh, instead relying exclusively on in-house talent, a major blow to the livelihoods of the unaffiliated outlaw community. In need of work, Aramesh took on a series of assignments for a local quorlu crime lord, only to land deep in debt when a routine job went seriously awry. With scant time left before the debt comes due, Aramesh has seized upon rumors of the Blastringe artifact and the Ulrikka contract as a perfect chance to repay the debt and make a tidy profit in the bargain... and they know just the crooks for the job.

Despite their disregard for issues of legality, Aramesh is a trustworthy and loyal collective, especially to friends. Their situation has gotten quite dire, but the spathinae colony's unflappable enthusiasm remains undiminished. Opportunities like this contract come once in a lifetime, and if they can pull it off, they'll be legends—rich, rich legends.

### ON THE JOB

In a fight, Aramesh combines get 'em and clever feint to set foes up for his allies. They use expertise dice to reroll Bluff or Diplomacy checks, and they spend Resolve Points to use Fast Talk, restore an additional 6 Stamina with inspiring boost, or make the benefits of get 'em apply to all enemies.



# ARAMESH MAAGERI

## Envoy 6

**SPECIES** Spathinae (Alien Archive 3 100) **SIZE** Medium **THEME** Grifter

**SPEED** 30 ft., fly 20 ft. (Ex) **PERCEPTION** +9 **INITIATIVE** +6

**ALIGNMENT** CG **SENSES** blindsense (vibration) 30 ft., darkvision 60 ft.

**LANGUAGES** Akitonian, Castrovelian, Common, Eoxian, Iji, Kasatha, Quorlu, Shirren, Spathinae, Vesk, Ysoki

**STRENGTH** **STR** 10 **MODIFIER** (+0) **DEXTERITY** **DEX** 14 **MODIFIER** (+2) **CONSTITUTION** **CON** 10 **MODIFIER** (+0)

**INTELLIGENCE** **INT** 17 **MODIFIER** (+3) **WISDOM** **WIS** 12 **MODIFIER** (+1) **CHARISMA** **CHA** 18 **MODIFIER** (+4)

## ATTACKS

**MELEE** tactical baton +6 (analog, operative, thrown 20 ft.); **Damage** 1d4+3 B

**RANGED** corona laser pistol +6 (range 90 ft., capacity 20 charges, usage 1 charge); **Damage** 2d4+3 F (critical burn 1d4) or incendiary grenade I +3; **Damage** explode (5 ft., 1d6 F plus 1d4 burn, DC 12)

## SKILLS

<b>ACROBATICS</b> +8	<b>BLUFF</b> +13	<b>COMPUTERS</b> +9
<b>CULTURE</b> +12	<b>DIPLOMACY</b> +13	<b>DISGUISE</b> +13
<b>ENGINEERING</b> +7	<b>INTIMIDATE</b> +10	<b>LIFE SCIENCE</b> +6
<b>ENGINEERING</b> +7	<b>INTIMIDATE</b> +10	<b>PHYSICAL SCIENCE</b> +6
<b>MEDICINE</b> +12	<b>MYSTICISM</b> +4	<b>STEALTH</b> +8
<b>PILOTING</b> +8	<b>MOTIVE</b> +10	

\* reduce the DC of Culture checks to recall knowledge about commercial organizations or businesses by 5

## FEATS AND ABILITIES

**THEME ABILITIES** theme knowledge (Profession [con artist]), calculated exploitation

**CLASS FEATURES** envoy improvisations (clever feint, get 'em, inspiring boost [16 SP]), expertise (1d6+1), expertise talents (convincing liar, slick customer), signature item (signature clothing [Bluff, Diplomacy]) (*Tech Revolution* 20), skill expertise (Bluff), weapon specialization

**FEATS** Diversion, Fast Talk, Improved Initiative

**OTHER ABILITIES** shapable, spathinae defenses, spathinae movement, spathinae senses, swarm flexibility, verminlike

## DEFENSES

**HP** 39 **SP** 36 **RP** 7 **EAC** 16 **KAC** 17

**FORTITUDE**

+2

**REFLEX**

+7

**WILL**

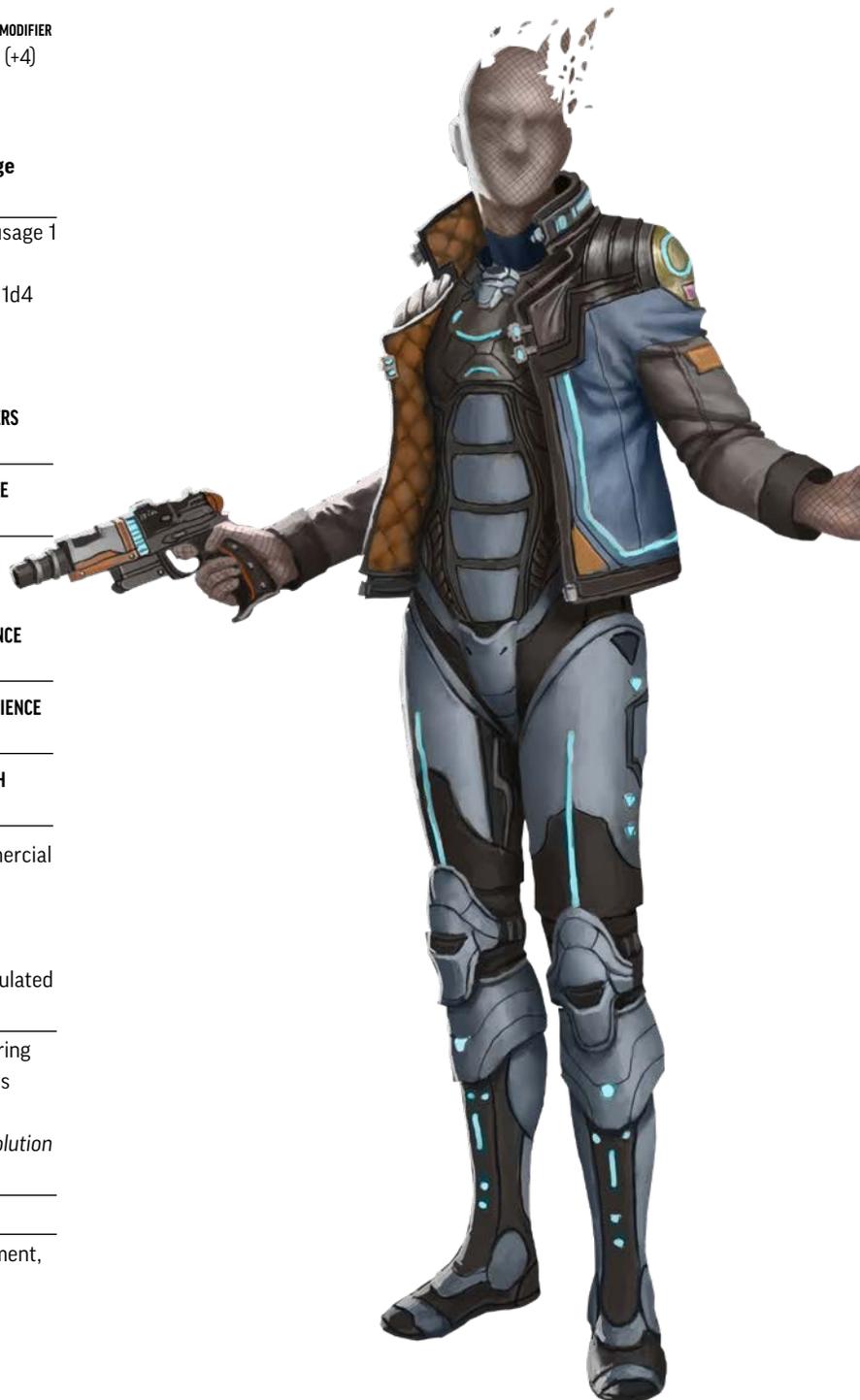
+6, +2 VS. MIND-AFFECTING EFFECTS

## EQUIPMENT

**READY** corona laser pistol with 2 batteries (20 charges each), tactical baton

**WORN** elite stationwear, signature jacket

**STOWED** mk I serum of healing (1), incendiary grenades I (3), credstick (135 credits)



## THE MUSCLE: BARAT OZA

Barat Oza isn't native to the Tabori Cluster; he was born an orphan in the open ocean of Vesk-2 and imprinted on a team of vesk nurses that collected him and his many brothers and sisters. Raised in a military installation on his home planet, he embraced vesk culture and proudly joined the Veskarium armed forces as soon as he was allowed to do so. Barat was in the middle of a respectable military career when disaster struck.

Twelve years ago, Barat and his company of ijtkri soldiers were on a "reconnaissance in force" mission for the Veskarium when his vessel was irreparably damaged by the nebula, which forced the ship to make an emergency landing. His fellow crew members were well trained and well equipped, however; falling back on their training and the skilled leadership of company commander Luca Drury, they erected fortifications and established regular patrols, quickly creating a safe zone that became home to desperate locals living in fear of Pan's crime lords. By the time Barat and his fellow soldiers had reestablished contact with the Veskarium, they found out their mission had been written off as a total loss, and all of them considered dead. The soldiers met and debated their course of action throughout the night, but by morning, they'd decided that if the Veskarium no longer wanted them, the people of Pan did, and this place would be their new home.

The company's impromptu armored camp grew, becoming a fortified settlement that attracted trade and settlers for miles around. Under Commander Drury's leadership, the nascent township named itself Dustcrag and set about bringing order to the lawless wastes. Before long, the Dustcrag Peacekeepers—as the ijtkri became known—were recognized far and wide as mercenaries who helped those in need. After a particularly nasty skirmish that left him in emergency command of his squad, Barat was promoted to become Commander Luca's personal bodyguard.

Unfortunately, Dustcrag attracted the attention of the Ixo Syndicate when the Peacekeepers intervened to protect a colony of striking siccattite miners from a Syndicate-backed company militia. The thugs were decisively defeated, prompting Syndicate head Garik Dahn to warn Luca that further interference wouldn't be tolerated. The Dustcrag Peacekeepers refused to bow to petty criminals, and Luca insisted the Syndicate had best stay out of their way, but Luca underestimated the criminal organization; the army they sent to level Dustcrag was formidable. Nearly all the Peacekeepers, including Luca, fell in battle that day. Gravely wounded and left for dead, Barat was pulled from blasted ruins when a trade caravan passed through shortly after the massacre.

In the years since, Barat has made his way across Pan, serving as a mercenary and bodyguard to those he deems worthy. Now a grizzled veteran of few words, he lives by a strict code of honor, refusing to harm innocents and reserving his vengeance for the criminal overlords who victimize them.

### ON THE JOB

In battle, Barat focuses on one enemy at a time—preferably an enemy who threatens his teammates. With so many limbs to fight with, he specializes in hand-to-hand-to-hand-to-hand combat; his shoulder-mounted laser is mostly for show. On the first turn of combat, he creates a shield for himself out of entropic energy that acts as a field riot shield. Then, he aligns this shield and his armor's force field against his chosen enemy, combining the benefits of the riot shield with his attracting shield ability and gaining Damage Resistance for as long as his force field holds up. He tries to keep the other members of the team adjacent to him so that he can protect them with Bodyguard, In Harm's Way, and intervene.



# BARAT OZA

## Vanguard 6

**SPECIES** ijtikri (*Alien Archive 3 54*)      **SIZE** Medium      **THEME** mercenary

**SPEED** 30 ft., swim 30 ft.      **PERCEPTION** +13      **INITIATIVE** +1

**ALIGNMENT** LN      **SENSES** darkvision 60 ft.

**LANGUAGES** Common, Iji, Vesk

**STRENGTH**      **DEXTERITY**      **CONSTITUTION**  
**STR** 16      **DEX** 12      **CON** 18  
MODIFIER (+3)      MODIFIER (+1)      MODIFIER (+4)

**INTELLIGENCE**      **WISDOM**      **CHARISMA**  
**INT** 10      **WIS** 14      **CHA** 10  
MODIFIER (+0)      MODIFIER (+2)      MODIFIER (+0)

### ATTACKS

**MELEE** entropic strike +9 (operative); **Damage** 2d6+10 A & B

**RANGED** azimuth shoulder laser +7 (integrated, range 40 ft., capacity 20 charges, usage 1 charge); **Damage** 1d3+3 F

### SKILLS

<b>ATHLETICS</b> +12	<b>INTIMIDATE</b> +9	<b>MEDICINE</b> +7
<b>PERCEPTION</b> +13	<b>PHYSICAL SCIENCE</b> +2	<b>PILOTING</b> +3
<b>SENSE MOVITIVE</b> +4	<b>STEALTH</b> +5	<b>SURVIVAL</b> +13

\* reduce the DC of Culture checks to recall knowledge about military hierarchies, practices, and personnel by 5

### FEATS AND ABILITIES

**THEME ABILITIES** theme knowledge, grunt

**CLASS FEATURES** aspect insight (boundary), aspect embodiment (boundary), entropic attunement (force), entropic pool, entropic strike, mitigate, reactive, vanguard disciplines (attracting shield, entropy shield, intervene), weapon specialization

**FEATS** Bodyguard, Coordinated Shot, Improved Combat Maneuver (Sunder), In Harm's Way, Kip Up

**OTHER ABILITIES** hardened mantle (10 HP), ijtikri movement, mineral signature (gray)

### DEFENSES

<b>HP</b> 48	<b>SP</b> 66	<b>RP</b> 7	<b>EAC</b> 20	<b>KAC</b> 22
<b>FORTITUDE</b> +9	<b>REFLEX</b> +6	<b>WILL</b> +4; +4 vs. critical hit effects		

### SPELL-LIKE ABILITIES

**CASTER LEVEL** 6th      **RANGED** +6

**1ST (1/DAV)** *wisp ally*

### EQUIPMENT

**READY** azimuth shoulder laser (*Armory 41*) with 1 battery (20 charges)

**WORN** kyokor plating II (*Alien Archive 73*) with purple force field, mk I force matrix (*Armory 88*)

**STOWED** *mk I serums of healing* (3), credstick (60 credits)



## THE HACKER: KEVAN BOKOLOFF

Kevan Bokoloff was raised in an Ixo Syndicate family by parents who made no secret of their role as syndicate enforcers—nor did they hide how much they enjoyed the opportunities for cruelty and brutality this job offered them. In his household, the evening routine included his father and mother returning home from work covered in blood, and Kevan grew up withdrawn and distrustful, shunning social interaction in favor of his solitary study of magic and technology, preferably in combination. He was a perpetual disappointment to his parents, who wanted to give him a place in the Ixo Syndicate but despaired that he was neither tough nor aggressive enough to survive there.

Although rudimentary compared to the advanced networks on more developed worlds, Pan's infosphere sufficiently connected Kevan with a community of free-thinking, educated, and rebellious intellectuals like himself—individuals who not only broadened his knowledge of computers and magic, but introduced him to essays, philosophy, and music that shaped his worldview. Eventually, after months of online interactions with his new friends, Kevan came to understand that society on Pan was, in fact, a sham, a flimsy veneer to hide the truth: the Ixo Syndicate owned everyone and everything, and community figures and politicians across the planet who professed to care for the people's well-being had, in fact, sold them out. Disillusioned and embittered, Kevan began to take his life into his own hands at last.

With some purloined codes from his parents' personal effects—and the assistance of his new friends—Kevan hacked into a secret slush fund belonging to the Ixo Syndicate, siphoning off enough credits to strike out on his own. While leaving his violent home, however, he was caught by his parents, leading to an emotional confrontation that forced Kevan to physically defend himself. Traumatized and enraged, he fled into the arms of his online friends, who brought him to his new home: an underground hacker collective dedicated to undermining the Ixo Syndicate and its puppets. In short order, Kevan had built a reputation for himself in Pan's criminal underground as a wunderkind whose magical talents were matched only by his technical skills. He has since set out on his own, and he now lives in a modest one-room apartment with an excellent infosphere connection and an even better sound system, but he keeps close contact with the rebellious online community that helped him escape his turbulent home and family.

Kevan appears sullen and antisocial around those he doesn't know well, opening up only when around those close to him. He wears his loathing of the Ixo Syndicate—and authority in general—on his sleeve, never missing an opportunity to sabotage those in power and point out the cynical truth that those most trusted by society are usually the most corrupt. Among friends, he reveals a more vulnerable side and will go to great lengths to assist and protect those he considers his "real" family.

### ON THE JOB

Kevan has brought a *scientist serum of enhancement* along and should drink it as soon as possible. Similarly, he can conjure a *junksword* that also lasts for an hour—more than enough time to complete the job (his damage with this weapon is 1d8+12 B & S, and he can improve it with various weapon special properties). He supports his teammates in battle, hacking devices or controlling them with *manipulate tech*, casting *instant upgrade* to give Barat dermal plating, or casting *junk armor* to improve his own armor or that of Aramesh or Elena. He defends himself with *junk shard* and casts *shrink item* to escape with the loot.



# KEVAN BOKOLOFF

## Technomancer 6

**SPECIES** uplifted bear (*Alien Archive 2 17*) **SIZE** Large **THEME** scholar

**SPEED** 35 ft., Climb 15 ft. **PERCEPTION** +6 **INITIATIVE** +2

**ALIGNMENT** N **SENSES** low-light vision

**LANGUAGES** Akitonian, Brethedan, Castrovelian, Common, Eoxian, Kasatha, Shirren, Traxian, Vercite, Vesk, Ysoki

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
<b>STR</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>CON</b> 12 (+1)
<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
<b>INT</b> 18 (+4)	<b>WIS</b> 11 (+0)	<b>CHA</b> 10 (+0)

### ATTACKS

**MELEE** claw +7; **Damage** 1d3+12 S

**RANGED** advanced skipshot pistol +6 (teleportive); **Damage** 2d4+3 P (critical bleed 1d6)

### SKILLS

<b>ATHLETICS</b> +7	<b>BLUFF</b> +2	<b>COMPUTERS</b> +16
<b>CULTURE</b> +10	<b>ENGINEERING</b> +12	<b>LIFE SCIENCE</b> +11
<b>MEDICINE</b> +5	<b>MYSTICISM</b> +11	<b>PERCEPTION</b> +6
<b>SURVIVAL</b> +2	<b>PHYSICAL SCIENCE</b> +14	<b>PILOTING</b> +6

\* reduce the DC of Culture checks to recall knowledge about mathematics by 5

### FEATS AND ABILITIES

**THEME ABILITIES** theme knowledge (mathematics), tip of the tongue

**CLASS FEATURES** cache augmentation (Computers and Engineering) (*Character Operations Manual 92*), magic hacks (adaptable spell knowledge [*Character Operations Manual 94*] [*create ammunition* (*Character Operations Manual 134*), *invisibility to technology* (*Character Operations Manual 137*), *shrink object* (*Character Operations Manual 29*)]), empowered weapon, spell focus, techlore +2, weapon specialization

**FEATS** Combat Casting, Heavy Armor Proficiency, Spell Focus

**OTHER ABILITIES** ferocious charge, limited augmentation, limited telepathy (30 ft.), natural survivor, natural weapons (slashing), swift

### DEFENSES

<b>HP</b> 36	<b>SP</b> 42	<b>RP</b> 7	<b>EAC</b> 21	<b>KAC</b> 23
<b>FORTITUDE</b> +4	<b>REFLEX</b> +4	<b>WILL</b> +5		

### SPELL-LIKE ABILITIES

**CASTER LEVEL** 6th **RANGED** +6

**2ND (4/DAY)** *manipulate tech* (*Character Operations Manual 138*), *junksword* (*Pact Worlds 205*), *delay countermeasures* (*Character Operations Manual 134*), *instant upgrade* (*Character Operations Manual 137*)

**1ST (5/DAY)** *junk armor* (*Pact Worlds 205*), *junk shards* (DC 16) (*Near Space 156*), *identify*, *grease* (DC 16)

**0 (AT WILL)** *detect magic*, *mending*, *psychokinetic hand*, *fabricate scrap* (*Pact Worlds 205*), *token spell*, *transfer charge*

### EQUIPMENT

**READY** advanced skipshot pistol (*Near Space 150*) with 20 rounds

**WORN** vesk overplate I (glamer projector [*Armory 83*]), *mk I ring of resistance* (Fortitude)

**STOWED** *mk II serum of healing* (1), *scientist serum of enhancement* (1), personal comm unit with super-capacity battery, hacking kit, tier 2 computer (miniaturization [2], security IV, secure data), credstick (208 credits)

**AUGMENTATIONS** high-density datajack



## THE THIEF: LNA-464

Armed with impeccable timing, genius intellect, and cutting-edge technological gadgetry, Catarina Jurado was known throughout the Steepshore region as a cat burglar from whom no vault was safe; she was a ghost who could steal anything from even the most secure facility without leaving a trace of her passing. Her pride and joy was her custom-built LNA-400 combat drone, an advanced construct that provided invaluable support and assistance on every heist. So strong was Catarina's bond with her drone that her tinkering gradually enabled the machine's AI to develop its own personality and free will. As the drone's self-awareness increased, so too did its capabilities, until it was nearly as accomplished a burglar as Catarina herself. The drone began to call herself "Elena" and revered Catarina as her creator, hero, and best friend.

Perhaps inevitably, Catarina eventually crossed paths with Royce Flynn, a "gentleman bandit" making a name for himself with a series of flashy, high-profile heists. Royce approached Catarina with an irresistible offer: the two of them would collaborate to rob Garik Dahn himself, leader of the Ixo Syndicate. Royce would create a distraction to occupy security forces while Catarina broke into Garik's penthouse and emptied his personal vault. Catarina realized too late that the plan was a setup and that she was the real distraction; no sooner had she broken into the vault than Royce deliberately tripped the alarm, sealing her inside. Then, as security flooded the building's upper floors, his crew breached the building's transport terminal and escaped with a dozen high-end luxury vehicles. Catarina was captured, arrested, and sentenced to a lifetime of hard labor in a Syndicate siccate mine. Her drone, however, had other plans; thrown into an evidence locker by unassuming guards, Elena promptly escaped and began seeking a way to rescue Catarina.

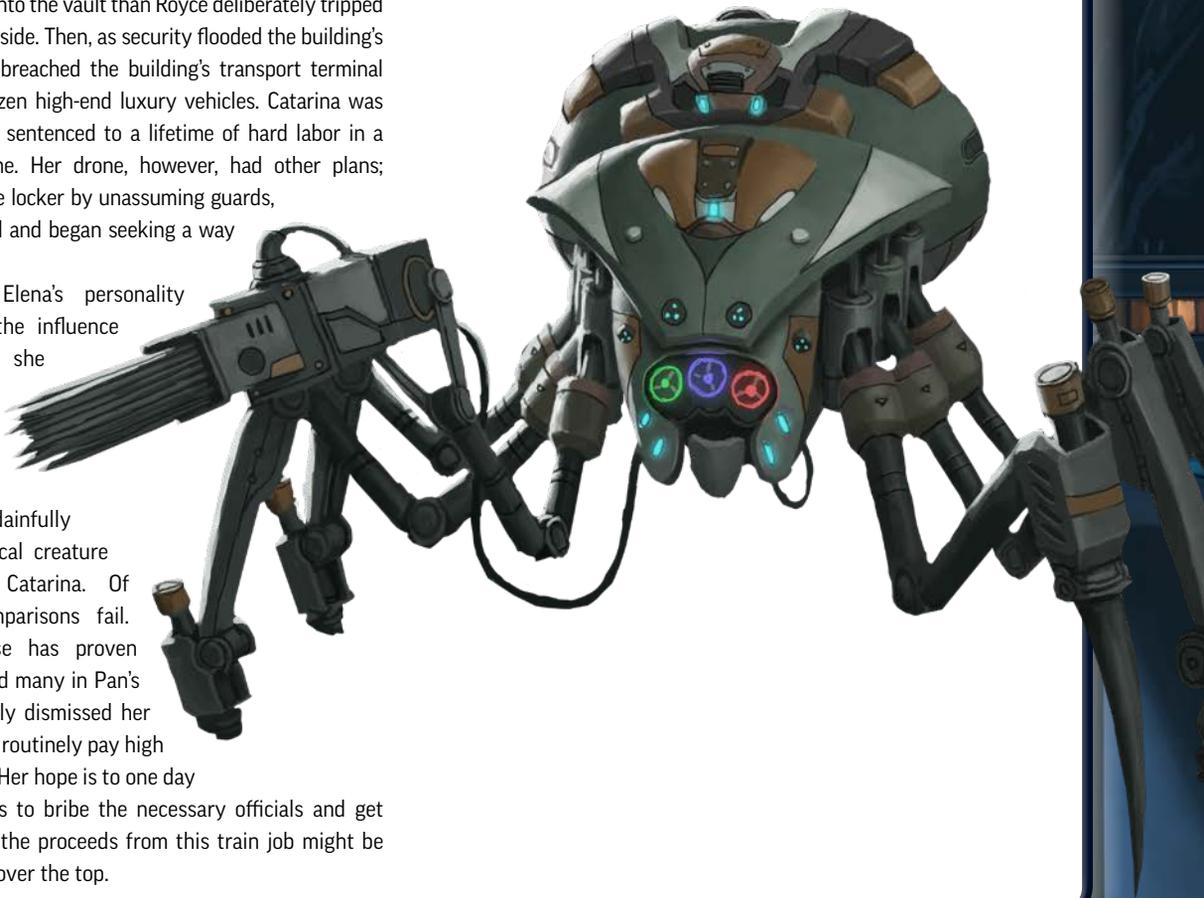
Over the years, Elena's personality has evolved outside the influence of her creator, and she has developed a sardonic wit and a passive-aggressive demeanor, along with a tendency to disdainfully compare every biological creature she encounters to Catarina. Of course, all such comparisons fail. Her burgling expertise has proven extremely lucrative, and many in Pan's underworld who initially dismissed her as a mere machine now routinely pay high prices for her services. Her hope is to one day save up enough credits to bribe the necessary officials and get Catarina released, and the proceeds from this train job might be just enough to put her over the top.

### ON THE JOB

Elena has many movement-based abilities and is the team's scout and infiltrator. She ignores most difficult terrain, can move at full speed while sneaking, can squeeze through tiny spaces, and occupy the same square as an ally. She spends Resolve Points to create a holographic distraction, luring guards and enemies away from wherever she needs to go, and rolls Engineering to disable locks and security measures.

When she must fight, Elena rolls Sleight of Hand to make her trick attacks; she doesn't provoke attacks of opportunity from her target, and she can debilitate the target as well, making them flat-footed or off target. When a target tries to flee by provoking an attack of opportunity, she can stop them with Stand Still (though she must exceed the target's Armor Class by 8 on her attack of opportunity).

Elena carries several drugs, which can be loaded into her needler pistol; the pistol can hold any 8 of these drugs, in any combination, and she can reload the pistol with a move action. Her chemical arsenal includes: amblaree, a blinding poison; sedatives, which deal additional nonlethal damage; and analgesics, which render the target flat-footed.



## Operative 6

**SPECIES** SRO (*Pact Worlds* 213) **SIZE** Small **THEME** space pirate

**SPEED** 50 ft., Climb 20 ft. **PERCEPTION** +13 **INITIATIVE** +6

**ALIGNMENT** CN **SENSES** darkvision 60 ft.

**LANGUAGES** Castrovelian, Common, Goblin, Kasatha, Orc, Shirren, Vesk, Ysoki

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
<b>STR</b> 10 MODIFIER (+0)	<b>DEX</b> 18 MODIFIER (+4)	<b>CON</b> 12 MODIFIER (+1)
<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
<b>INT</b> 14 MODIFIER (+2)	<b>WIS</b> 12 MODIFIER (+1)	<b>CHA</b> 14 MODIFIER (+2)

### ATTACKS

**MELEE** opportunistic tactical retractable spike +8 (conceal, integrated [1 slot], operative); **Damage** 1d4+3 P

**RANGED** advanced needler pistol +4 (analog, injection, range 40 ft., capacity 8 darts, usage 1); **Damage** 1d6+3 P (critical injection DC + 2)

### SKILLS

<b>ACROBATICS</b> +15	<b>ATHLETICS</b> +11	<b>BLUFF</b> +5
<b>COMPUTERS</b> +13	<b>CULTURE</b> +13	<b>DIPLOMACY</b> +4
<b>DISGUISE</b> +4	<b>ENGINEERING</b> +11	<b>INTIMIDATE</b> +13
<b>PILOTING</b> +15	<b>PROFESSION (SMUGGLER)</b> +12	<b>SENSE MOTIVE</b> +12
<b>SLEIGHT OF HAND</b> +16	<b>STEALTH</b> +15	
<b>SURVIVAL</b> +3		

\* reduce the DC of Culture checks to recall knowledge about black market locations, known smugglers, and notorious space pirates by 5

### FEATS AND ABILITIES

**THEME ABILITIES** theme knowledge, smuggler

**CLASS FEATURES** evasion, debilitating trick, operative's edge, operative exploits (holographic distraction, improved quick movement, sure-footed, uncanny mobility), specialization (thief), trick attack (+3d8)

**FEATS** Extra Resolve, Scurry (*Character Operations Manual* 29), Stand Still

**OTHER ABILITIES** healing circuit, integrated equipment, robotic

### DEFENSES

<b>HP</b> 38	<b>SP</b> 42	<b>RP</b> 9	<b>EAC</b> 20	<b>KAC</b> 22
<b>FORTITUDE</b> +3	<b>REFLEX</b> +9	<b>WILL</b> +6		

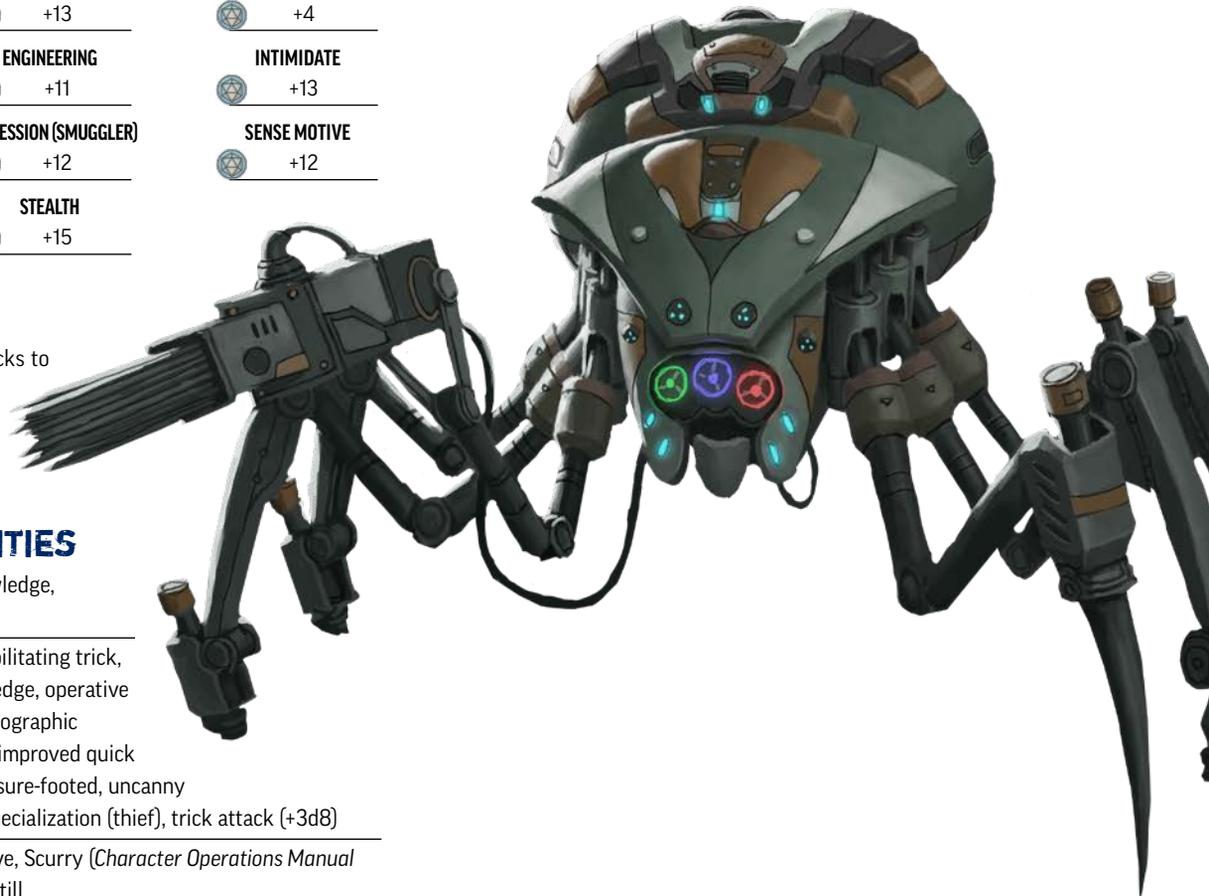
### EQUIPMENT

**READY** advanced needler pistol (*Character Operations Manual* 123) with 24 darts

**WORN** freebooter armor II (opportunistic tactical retractable spike [*Armory* 64, 53])

**STOWED** amblaree (*Character Operations Manual* 127) (4), tier 1 analgesic (4), tier 1 sedative (4), comm unit (integrated)

**AUGMENTATIONS** climbing suckers, datajack, vocal modulator



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