

Little paper telling about one of my **Starfinder** characters. This is not a class guide suggested and not even an optimized build. This is just a character I liked to play with. This is fun.

This is Quicksilver.

Name: Quicksilver

Race: Lashunta

Class: Solarian

Theme: Bounty Hunter

Little Overview on the Campaign Environment

The planet Earth is ruined, desolated, empty. The whole galaxy is such. The Traveler, a gigantic comet with enormous gravity force and mass, passed along the populated sides of the universe destroying everything. Ages ago The Traveler was crossing planet Earth and the whole planet population was doomed. As never did before, the whole Earth agreed on a single goal: destroy The Traveler. At the same time, all the countries of Earth shot to The Traveler at the same time with their strongest weapon. They partially succeeded, diverting The Traveler enough to avoid The Earth. But this had a cost: the recoil and consequences on the Earth were catastrophic causing a devastating wave of destruction. Almost all the planet wiped out, and this is the all we know nowadays.

Humans migrated to other planets, but the life isn't easier: poor lands, space thieves, and other threats are everywhere and only the strongest (or the smartest) live.

The whole galaxy has a common thing, apart from The Traveler: Chronicles. Ancient race with the ancient and unique knowledge about technology so deep that they developed magical powers. Everything related to them is ancient, only a few of them travel around the galaxy trying to find as much ancient technology as they can, paying mercenaries for help. Trusted merchants, their presence inside the communities is a relief.

Together by chance: The First session

The story starts on Mars with our operative being chased by a group of people. One of them is our mechanic. He ends up in a weird cave where they meet our vesk soldier, living there as an abandoned animal. They get to face with common threats and so the group together. Chased by the mechanic, they get through a weird door, ending up in a weird metallic place where they met an android, our technomancer, who claims to be a Chronicle and that they are inside a broken spaceship.

Meanwhile, the mechanic enters and meets with a shirren who does stuff with dead bodies. This shirren doesn't seem to be evil, he is just using already dead body for his experiments. He will be our mystic. Metallic and repetitive sounds come from inside a room. Like hammer beating an iron plate. The operative, the vesk and the technomances find my body trapped inside a wall, holding a stone and hitting the wall with it. Touching me releases gravitational powers from the stone, dealing damages, but after some attempts, I finally get out from the wall. Of course, I don't know shit about "How did you get inside that wall?". I am from the Belt and the last memory of mine was me searching for trash to sell and picking up a weird metal piece from the ground. After that, the void. And I got up here. But this piece seems to give me powers, like move stuff from distance or generate a force blade out of nothing. After that, the 4 of us meet the shirren and the mechanic leading everyone to threat everyone else like a mexican standout. Meanwhile corpses rise as zombie and here our first combat. Right after, we meet up and decide to do stuff together.



Character Design

Background

Note: without playing the campaign the background does not make any sense, or you won't get the point. Later with more explanation the BG may get sense.

"Isn't that simple here on the Belt, you know? Even for dad and grandad. Anyone who you ask replies "It's always been such, we just live". Does it make sense "just live"? I mean, live hard like this? Kind of, yeah. Those who died don't seem happier. So yeah, it does [make sense]. At last you have something to talk about. If you are lucky enough. Miners may not share my opinion. They just spend the whole day in the dark mining. They would be lucky being dead, but it's hard. Mines are extremely safe places being naturally resistant! You need specialized equipment to dig them. How weird the life of a miner is? They cannot even hope for an accidental collapse to end his routine. Merchants have hard life though. Travel life to sell anything to anybody. A merchant sees places, meets people, makes experience, has something to tell once back. If you come back. Do you know the "accident" rate is 70% for those while travelling? There are two types of merchant: the independent one, strong enough to survive and the possibility to hire mercenaries, or the "typical" one, who is hired by a rich merch owner who hire you giving as equipment a good

luck note. These rich basterds think easy: I send 10 merchants on 10 different roads. These 3 who come back will bring enough money to pay off the other 7. You just need to overprice the right amount.

Fate is weird: you may have the safest and worst job at the same time, or a better one but you probably have already eaten your last lunch.

But the greatest independent merchants are famous enough people to be known around the Belt. Tough people! Maybe stronger than warriors, be surely smarter. You cannot survive just with muscles. Do you know Celeron? With his convoy he got ambushed more than once by thieves. Even the strongest may do nothing in such situations. But Celeron made an agreement with the thieves, and they became his customers! How cool is that? People like this are just a few. Other examples are Pentium and Atom. But the greatest I think is Quicksilver. He travels only with his trusted companion, Mercury, beautiful woman. Thieves usually avoid them. The days Quicksilver is around are safe and happy days for the people. Tough, smart, strong. Also, he has Ancient knowledge! He can do these weird tricks, like magic! I heard soon both Quicksilver and Mercury will be in town. I must meet him!" [*Belt language*]

<Ehm.. Sorry mate, I did not get any word of yours. Can I have these pieces for my motorbike?> [*Martian language*]

"Uh, oh, yeah yeah, sorri vry muck! Hier, 450 kreditz plz. Y no', sometimes I spk allot!"

<Whatever mate, I don't mind actually. Take care>

"Tank you, pie!"

[*After a while, back to belt language*]

:Hey, how you doin'?:

"Fedora! Hey, not much today, I am nervous Quicksilver's coming in town"

:Everyone talk about it, I am curious to meet him:

"Should arrive around evening, meanwhile I will go to look for some trash to sell"

:Good luck, I am going to do some repairs:

[For the first time in his life he was thrilled about something. Just a few hours. Few hours to finally have a relief. Would be a mess not being there, wouldn't be? Ahah, funny. After having grabbed this weird piece of metal, he will get back to home. Curious think about what the fate had in mind for Devian.]

Concept

Our master likes to start campaigns with low or no information provided earlier. So, as did for Yannis, I am developing my character through the campaign.

Devian used to live on the Belt, a "belt" of asteroids, selling components for living,

until something happened that changed his life. Searching for components as always, he noticed an interesting mineral that turned out to be a piece of The Traveler. Grabbing it released the massive gravitational power that englobed Devian for an instantaneous travel inside the ship he was found by the party. This piece seems to be permanently attached to Devian, giving him strange powers. Devian cannot explain this to himself but, being a person of few questions, he is accepting and exploiting this power without any drawback, yet. He is presenting himself to the people as Quicksilver, who is a famous and strong merchant around the Belt.

Character Advancement

Preface: my build wasn't intended to be optimized. I didn't make long term plans at level 1 and so I decided feats as long as I was leveling up.

I am going to list my feats and the special features I chose.

Stats: Str 16, Dex 10, Cos 13, Int 10, Wis 8, Cha 16

Manifestation: Solar Weapon

Feats:

Lv1: Heavy Armor proficiency (balance low dexterity)

Lv3: Veiled Threat (I use Intimidate checks often)

Class Features:

Lv2: Stellar Rush (since many combats are ranged, I need to get close)