

Male shirren priest mystic 8
NG Medium humanoid (shirren)

Init +2; Senses blindsense (vibration) 30 ft.; **Perception +17**

DEFENSE

EAC 20; KAC 21

Fort +4; Ref +4; Will +12

OFFENSE

Speed 30 ft.

Melee carbon staff +6 (1d8+8 B; critical knockdown; analog, block)

Ranged corona laser pistol +8 (2d4+4 F; critical burn 1d4) or cryo grenade I +6 (explode [10 ft., 1d8 C plus staggered, DC 15]) or flash grenade II +6 (explode [10 ft., blinded 1d4 rounds, DC 15]) or

shock grenade II +6 (explode [15 ft. radius, 1d12 E, DC 14])

Spell-Like Abilities (CL 8th)

0 (at will)—mindlink

Mystic Spells Known (CL 8th; ranged +9)

3rd (4/day)—dispel magic, haste, mind thrust*, mystic cure*

2nd (5/day)—augury, fog cloud, hold person, remove condition, see invisibility

1st (6/day)—command, disguise self, lesser remove condition, life bubble, reflecting armor, share language

0 (at will)—detect affliction, detect magic, fatigue, psychokinetic hand, stabilize, telekinetic projectile

*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 15 (+2); Con 12 (+1); Int 14 (+2); Wis 23 (+6); Cha 10 (+0)

Skills Computers +10 (8 ranks), Culture +16, Diplomacy +13, Life Science +13, Medicine +16, Mysticism +21, Perception +17, Pilot +10 (8 ranks); (reduce the DCs of Culture and Mysticism checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders)

Feats Combat Casting, Grenade Proficiency, Harm Undead, Spell Focus

Languages Celestial, Common, Shirren, Vercite, Vesk; limited telepathy 30 ft.

Other Abilities healer's bond, healing channel, healing touch, lifelink, mantle of the clergy

Combat Gear mk 1 serums of healing (2), mk 2 serums

of healing (2), cryo grenade I, flash grenade I, shock grenades II (2); **Other Gear** d-suit II (upgrade: brown force field), carbon staff, corona laser pistol with 2 batteries (20 charges each), mk 1 ring of resistance, advanced medkit, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (194 credits); **Augmentations** mk 2 synergizing symbiote

SPECIAL ABILITIES

Blindsight Keskodai ignores all forms of visual camouflage and invisibility when attempting Perception checks to notice creatures within 30 feet, though creatures he can't see still gain full concealment.

Combat Casting Keskodai gets a +2 bonus to AC and saving throws against attacks made as attacks of opportunity when he casts a spell.

Communalism Once per day, as long as an ally is within 10 feet, Keskodai can roll a single attack roll or skill check twice and take the higher result.

Harm Undead When Keskodai uses healing channel as a full action, he can expend 1 Resolve Point to also deal damage to all undead within 30 feet. The damage is equal to the amount the healing channel heals, though undead can attempt a Will save (DC 20) for half damage.

Healer's Bond (Su) As a standard action, Keskodai can form a bond with up to three allies to know their condition, as the status spell. This bond lasts until dispelled or he forms a new healer's bond.

Healing Channel (Su) Keskodai can spend 1 Resolve Point to restore 6d8 Hit Points to himself (as a move action), an ally touched (as a standard action), or all allies within 30 feet (as a full action).

Healing Touch (Su) Once per day, Keskodai can spend 10 minutes to restore 40 Hit Points to an ally.

Lifelink (Su) At the start of Keskodai's turn, he can select one ally within 30 feet who has taken Hit Point damage. Keskodai restores up to 8 Hit Points to that ally (not to exceed the ally's maximum HP), and takes the same amount of damage to his Hit Points (bypassing his SP). Damage taken from lifelink can't be reduced through any means. This does not take an action.

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

Mantle of the Clergy Typical lay followers of Pharsma have

a starting attitude of helpful toward Keskodai, and he gains a +2 bonus to Diplomacy and Intimidate checks against followers and lower-level clergy of the deity.

Mindlink (Sp) Keskodai can touch a creature to telepathically transmit as much information as could normally be communicated in 10 minutes. Keskodai can use this on a specific creature once only every 24 hours.



Spells Keskodai can cast the following spells, each as a standard action unless stated otherwise:

Augury: This spell takes 1 minute to cast, and Keskodai must spend 1 Resolve Point to do so. He has a 75% chance to learn if a specific action will bring good consequences, negative consequences, both, or neither within the next 30 minutes. The chance of success is rolled by the GM in secret, and a failure produces the same result as the action having neither good nor negative consequences.

Command: Keskodai can give a verbal command (which must be approach, drop, fall, flee, or halt) and target one living creature within 45 feet. For 1 round, the target obeys that command (Will DC 18 negates). This is a compulsion, language-dependent, mind-affecting effect.

Detect Affliction: Keskodai can determine whether a creature or object is cursed, diseased, or poisoned, and can determine the exact affliction with a successful Life Science, Medicine, or Wisdom check.

Detect Magic: This 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.

Disguise Self: Keskodai can change his appearance to that of a different humanoid creature for 80 minutes. He gains a +10 bonus to Disguise checks. Creatures that interact with him in this form can attempt a DC 18 Will save to realize his appearance is illusory.

Dispel Magic: Keskodai can attempt a dispel check (1d20 + caster level) to end an ongoing spell effect or suppress the magic of an item for 1d4 rounds.

Fatigue*: Keskodai makes a melee attack with his base attack bonus plus his Wisdom modifier (total +12) against a target's EAC. If the attack hits, the target is fatigued for 8 rounds (Fort DC 17 negates).

Fog Cloud: This spell creates a 20-ft.-radius-spread cloud of fog that grants concealment (a 20% miss chance for attackers) or total concealment (50% miss chance) for creatures more than 5 feet from the attacker.

Haste: Keskodai grants one creature per level, no two of which can be more than 30 feet apart, the following benefits for 8 rounds: when making a full attack subjects can still take a move action before or after their attacks; all their modes of movement increase by

30 feet, to a maximum of twice their normal speed for that form of movement.

Hold Person: One humanoid within 180 feet is paralyzed for 8 rounds (Will 19 negates). The target can attempt a new saving throw each round to end the effect. This is a compulsion, mind-affecting effect.

Lesser Remove Condition*: This spell removes one of the following conditions from a touched target: shaken, sickened, or staggered. This does not remove a disease or other ongoing effect that could cause the target to regain the condition.

Life Bubble: This spell surrounds up to eight creatures, no two of which can be more than 30 feet apart, with a 1-inch layer of tolerable living conditions customized for each creature for up to 8 days.

Mind Thrust (1st-Level Spell): This spell deals 2d10 damage (Will DC 18 half) to one creature within 45 feet that has an Intelligence score.

Mind Thrust (2nd-Level Spell): This spell deals 4d10 damage (Will DC 19 half) to one creature within 45 feet that has an Intelligence score.

Mind Thrust (3rd-Level Spell): This spell deals 7d10 damage (Will DC 20 half) to one creature within 45 feet that has an Intelligence score.

Mystic Cure* (1st-Level Spell): With a touch, Keskodai can cure one living creature of 1d8+6 Hit Points of damage.

Mystic Cure* (2nd-Level Spell): With a touch, Keskodai can cure one living creature of 3d8+6 Hit Points of damage.

Mystic Cure* (3rd-Level Spell): With a touch, Keskodai can cure one living creature of 5d8+6 Hit Points of damage.

Psychokinetic Hand: Once this spell is cast, as long as Keskodai concentrates (a standard action each round), he can take a move action to move an object within 45 feet that weigh 10 pounds or less up to 15 feet. He can't perform fine manipulation (such as firing a weapon or using a computer) but could push a single button or close a container's lid.

Reflecting Armor: Once cast, this spell lasts for 80 minutes or until dismissed. When Keskodai takes Hit Point damage from an attack made by a weapon within 100 feet, he can dismiss this spell as a reaction, causing the attacker to take the same amount of damage (to a maximum of 10 damage, Reflex DC 18 half).

Remove Condition*: As per *lesser remove condition*, but this

spell can also remove any of the following conditions: frightened, nauseated, shaken, sickened, or staggered.

See Invisibility: Keskodai can see invisible and ethereal objects for 80 minutes.

Share Language: Keskodai can grant a creature touched the ability to read, understand, and speak (if able) up to three languages Keskodai knows.

Stabilize: This spell causes a dying creature that has 0 Hit Points to stabilize.

Telekinetic Projectile: Keskodai can telekinetically hurl an object weighing up to 5 pounds at a target within 30 feet, making an attack roll (+8 bonus) against its KAC. If he hits, both the target and the object take 1d6 bludgeoning damage.

* Casting this spell does not provoke attacks of opportunity.

GEAR DESCRIPTIONS

Advanced Medkit Keskodai can use this kit to attempt a DC 20 Medicine check to treat deadly wounds, gains a +2 insight bonus to Medicine checks to treat diseases, drugs, and poisons, and can take 10 minutes to set up a one-patient medical lab to provide long-term care (requiring a DC 30 Medicine check).

Carbon Staff If Keskodai hits a foe with this two-handed weapon, he gains a +1 bonus to his AC against melee attacks from that foe for 1 round.

Corona Laser Pistol This pistol can be fired 20 times before its battery must be recharged or replaced.

D-Suit II While wearing this light armor, Keskodai can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 8 days. The armor includes a brown-rated force field, which can be activated or deactivated as a standard action. While active, it gives Keskodai 10 temporary Hit Points. If any of these temporary HP are lost and the force field is still active, it regenerates 1 HP at the end of Keskodai's next turn. This force field can be used a total of 10 rounds each day.

Mk 1 Ring of Resistance This magic ring grants a +1 resistance bonus to Keskodai's lowest saving throw (this bonus has already been applied to his Fortitude save)

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

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

Mk 2 Synergizing Symbiote This tiny implanted symbiotic creature grants Keskodai +4 Wisdom (this has already been added to his Wisdom score).