

# OBOZAYA LEVEL 4

## STARFINDER

Female vesk mercenary soldier 4

N Medium humanoid (vesk)

**Init** +7; **Senses** low-light vision; **Perception** +0

**DEFENSE** **SP** 32 **HP** 34 **RP** 5  
**EAC** 21; **KAC** 23

**Fort** +5; **Ref** +4; **Will** +4; (+2 vs. fear effects)

### OFFENSE

**Speed** 35 ft.

**Melee** ember flame doshko +7 (1d8+8 F; critical wound; powered) or unarmed +7 (1d3+10 B)

**Ranged** ifrit-class flamethrower +5 (1d6+4 F; critical burn 1d6; analog, 15-foot blast) or autotarget rifle +7 (1d6+4 P; analog, automatic) or shock grenade I +7 (explode [15 ft., 1d8 E, DC 13])

**Offensive Abilities** melee striker, primary fighting style (blitz)

### STATISTICS

**Str** 16 (+3); **Dex** 16 (+3); **Con** 13 (+1); **Int** 8 (-1); **Wis** 10 (+0); **Cha** 10 (+0)

**Skills** Acrobatics +7, Athletics +8, Intimidate +7, Survival +7; (reduce the DCs of Culture and Profession [mercenary] checks by 5 when recalling knowledge about military procedures and personnel)

**Feats** Cleave, Coordinated Shot, Deadly Aim, Mobility

**Languages** Common, Vesk

**Combat Gear** *mk 1 serum of healing*, medpatch, shock grenades I (2); **Other Gear** lashunta ringwear II, autotarget rifle with 25 longarm rounds, ember flame doshko with 1 battery (20 charges), ifrit-class flamethrower with 1 standard petrol tank (20 charges), everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (169 credits)

### SPECIAL ABILITIES

**Cleave** Obozaya can take a -2 penalty to her AC until her next turn in order to use the Cleave feat. This allows her to make a melee attack against a foe adjacent to her as a standard action. If she hits, she can make a second melee attack against a different foe adjacent to both her and the first foe.

**Coordinated Shot** When Obozaya is threatening a foe with a melee weapon, any ally with line of sight to that foe without Obozaya granting the foe cover gains a +1 bonus to ranged attack rolls against the foe.

**Deadly Aim** When Obozaya takes the attack or full attack action with a weapon, she can take a -2 penalty to her attack rolls to add 2 to her damage.

**Low-Light Vision** Obozaya can see in dim light as if it were normal light.

**Melee Striker** Obozaya adds an additional bonus to her melee damage equal to half her Strength bonus. This is already added in to her attacks above.

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

**Natural Weapons** Obozaya's unarmed attacks deal lethal damage and aren't considered archaic, and she adds 1-1/2 × her character level to the damage (rather than just adding her level with Weapon Specialization).

### GEAR DESCRIPTIONS

**Autotarget Rifle** This two-handed rifle fires physical bullets and can be fired 10 times before it must be reloaded. As a full action, Obozaya can attack with it in automatic mode, using all its remaining ammunition and attacking multiple targets in a 30-foot cone. Beginning with the nearest target, Obozaya makes one attack roll against each target in the cone. This expends 2 rounds of ammunition per target attacked, and when the rifle runs out of ammunition, it can't target any more creatures. Obozaya rolls damage only once, applying it to all targets hit.

**Ember Flame Doshko** This two-handed weapon has a battery with 20 charges and uses 1 charge per minute it's active.

**Ifrit-Class Flamethrower** This two-handed ranged weapon can be fired five times before its petrol tank must be refilled or replaced. It targets all creatures in a 15-foot cone. Obozaya makes an attack roll against each creature in this area, then rolls damage once and applies it to all creatures she hits.

**Lashunta Ringwear II** While wearing this armor, Obozaya can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 5 days.

**Medpatch** Obozaya can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat drugs or poison task.

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

