

Male shirren priest mystic 1
NG Medium humanoid (shirren)

Init +1; Senses blindsense (vibration) 30 ft.; **Perception +8**

DEFENSE

EAC 12; KAC 13

Fort +1; Ref +1; Will +6

OFFENSE

Speed 30 ft.

Melee battle staff +0 (1d4 B; critical knockdown; analog, block)

Ranged pulsecaster pistol +1 (1d4 E nonlethal) or

shock grenade I -4 (explode [15 ft., 1d8 E, DC 7])

Mystic Spells Known (CL 1st, ranged +1)

1st (3/day)—*mind thrust, mystic cure, share language*

0 (at will)—*detect affliction, detect magic, stabilize, telekinetic projectile*

STATISTICS

Str 10 (+0); Dex 13 (+1); Con 12 (+1); Int 12 (+1); Wis 18 (+4);

Cha 8 (-1)

Skills Computers +2 (1 rank), Diplomacy +5, Life Science +5, Medicine +5, Mysticism +9, Perception +8, Piloting +2 (1 rank); (reduce the DCs of Culture and Mysticism checks by 5 when recalling knowledge about religious traditions, religious symbols, and famous religious leaders)

Feats Harm Undead

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

Other Abilities healing channel, healing touch

Combat Gear mk 1 serums of healing (2), shock grenade;

Other Gear second skin, battle staff, pulsecaster pistol with 2 batteries (20 charges each), basic medkit, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (19 credits)

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.

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 14) for half damage.

Healing Channel (Su) Keskodai can spend 1 RP to restore

2d8 HP 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 5 Hit Points to an ally.

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

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

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.

Mind Thrust: This spell deals 2d10 damage (Will DC 15 half) to one creature with an Intelligence score.

Mystic Cure: With a touch, Keskodai can restore 1d8+4 Hit Points to one living creature. Casting this spell doesn't provoke attacks of opportunity.

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 (+1 bonus) against its KAC. If he hits, both the target and the object take 1d6 bludgeoning damage.

GEAR DESCRIPTIONS

Basic Medkit Keskodai can use this kit to attempt a DC 25 Medicine check to treat deadly wounds.

Battle Staff If Keskodai successfully 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.

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

Pulsecaster Pistol This weapon deals nonlethal electricity damage. It can be fired 20 times before its battery must be recharged or replaced.

Second Skin This armor's environmental seals allow the wearer to survive in harsh environments for 1 day.

