

# Kimemie

Character Name  
 Envoy 2, Soldier 1  
 CLASS  
 3 (2) 3300 / 6000  
 Character Level (CR) EXP/NEXT LEVEL

# Sandra Branin

Player Name  
 Lashunta (Damaya) / Humanoid  
 RACE  
 23 Female  
 AGE GENDER

Deity  
 Medium / 5'  
 SIZE / FACE  
 Purple  
 EYES HAIR

None  
 Region  
 Neutral Good  
 Alignment  
 Normal  
 VISION  
 10  
 Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	10	+0	10	+0		
<b>DEX</b> Dexterity	14	+2	14	+2		
<b>CON</b> Constitution	10	+0	10	+0		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	10	+0	10	+0		
<b>CHA</b> Charisma	17	+3	17	+3		

<b>HP</b> Hit Points	23	WOUNDS/CURRENT HP			
<b>EAC</b> energy armor class	14	10	2	2	0
<b>INITIATIVE</b> modifier	+6	+2	+4		
<b>Encumbrance</b>	Light				

<b>SP</b> Stamina Points	19	DAMAGE REDUCTION				<b>SPEED</b> Walk 30'
<b>KAC</b> kinetic armor class	15	10	2	3	0	<b>Resolve Points</b> 4
<b>MISS CHANCE</b>	0	<b>ARCANE SPELL FAILURE</b>	0	<b>ARMOR CHECK PENALTY</b>	0	<b>SPELL RESIST</b>
		<b>ACID RESIST</b>		<b>COLD RESIST</b>		<b>ELECT. RESIST</b>
		<b>FIRE RESIST</b>		<b>SONIC RESIST</b>		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+2	+2	+0	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+5	+3	+0	+0	+2	+0	
<b>WILL</b> (wisdom)	+5	+5	+0	+0	+0	+0	

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+2	+2	+0	+0	+0	0	
<b>RANGED</b> attack bonus	+4	+2	+2	+0	+0	0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d3	20/x2	5'

*Arc pistol, static	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	Arc 2	0'
<b>Range: 30'</b>	<b>To Hit: +2</b>		<b>Damage: 1d6</b>		
50'	100'	150'	200'	250'	
TH	+2	+0	-2	-4	-6
Dam	1d6	1d6	1d6	1d6	1d6
300'	350'	400'	450'	500'	
TH	-8	-10	-12	-14	-16
Dam	1d6	1d6	1d6	1d6	1d6

*Knife, survival	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	-	0'
TOTAL ATTACK BONUS		DAMAGE			
+4		1d4			

Laser pistol, azimuth	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	Burn 1d4	0'
<b>Range: 30'</b>	<b>To Hit: +4</b>		<b>Damage: 1d4</b>		
80'	160'	240'	320'	400'	
TH	+4	+2	+0	-2	-4
Dam	1d4	1d4	1d4	1d4	1d4
480'	560'	640'	720'	800'	
TH	-6	-8	-10	-12	-14
Dam	1d4	1d4	1d4	1d4	1d4

Semi-auto pistol, tactical	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	-	0'
<b>Range: 30'</b>	<b>To Hit: +4</b>		<b>Damage: 1d6</b>		
30'	60'	90'	120'	150'	
TH	+4	+2	+0	-2	-4
Dam	1d6	1d6	1d6	1d6	1d6
180'	210'	240'	270'	300'	
TH	-6	-8	-10	-12	-14
Dam	1d6	1d6	1d6	1d6	1d6

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	MAXDEX	CHECK	SPELL FAILURE
*Freebooter Armor I		+4	+0	0

TOTAL SKILLPOINTS: 23	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	7	=	2	+ 2 + 3
✓	Athletics	STR	4	=	0	+ 1 + 3
✓	Bluff	CHA	10	=	3	+ 2 + 5
	Computers	INT	6	=	1	+ 2 + 3
	Culture	INT	5	=	1	+ 1 + 3
✓	Diplomacy	CHA	8	=	3	+ 2 + 3
✓	Disguise	CHA	3	=	3	
	Engineering	INT	5	=	1	+ 1 + 3
✓	Intimidate	CHA	10	=	3	+ 2 + 5
	Life Science	INT	7	=	1	+ 3 + 3
	Medicine	INT	5	=	1	+ 1 + 3
✓	Perception	WIS	6	=	0	+ 3 + 3
	Physical Science	INT	2	=	1	+ 1
✓	Piloting	DEX	2	=	2	
✓	Sense Motive	WIS	5	=	0	+ 2 + 3
✓	Stealth	DEX	2	=	2	
✓	Survival	WIS	0	=	0	
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

Incendiary grenade I		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M		0'
Range: 20'		To Hit: +2		Damage: 1d6		
	30'	40'	60'	80'	100'	
TH	+0	+0	-2	-4	-6	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: DC 13, Explode (1d6 F, 1d4 burn, 5 ft.)

Frag grenade I		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M		0'
Range: 20'		To Hit: +2		Damage: 1d6		
	30'	40'	60'	80'	100'	
TH	+0	+0	-2	-4	-6	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: DC 12, Explode (1d6 P, 15 ft.)

EQUIPMENT			
ITEM	LOCATION	QTY	BULK / COST
Arc pistol, static	Equipped	1	0.1 / 750
StunBulk: L, Capacity: 20 charges, Critical: Arc 2, Level: 2, Usage: 2			
Knife, survival	Equipped	1	0.1 / 95
Analog, operativeBulk: L, Critical: -, Level: 1			
Freebooter Armor I	Equipped	1	0.1 / 750
EAC = 2, KAC = 3BULK: L, Level: 2			
Comm Unit (Personal)	Equipped	1	0.1 / 7
Includes a calculator, a flashlight, and several entertainment options.Bulk: L, Charge Capacity: 80, Charge Usage: 1/hour, Level: 1			
Backpack (Industrial)	Equipped	1	0 / 25
1 Bulk when not worn.Bulk: -, Level: 1			
Battery	Equipped	2	0 (0) / 60 (120)
Bulk: -, ChargesCartridges: 20, Level: 1			
Medpatch	Equipped	2	0.1 (0.2) / 50 (100)
Bulk: L, Charge Capacity: 1, Charge Usage: 1, Level: 1			
Flashlight	Equipped	1	0.1 / 1
Bulk: L, Charge Capacity: 10, Charge Usage: 1/hour, Increases light level by one step: 20-ft. cone, Level: 1			
Cable Line (Titanium Alloy/10 ft)	Equipped	5	0.1 (0.5) / 5 (25)
Bulk: L, Level: 1			
Field Ration (per week)	Equipped	2	1 (2) / 1 (2)
Bulk: 1			
Serum of Healing Mk 1	Equipped	5	0.1 (0.5) / 50 (250)
Bulk: L, Level: 1			
Laser pistol, azimuth	Carried	1	0.1 / 350
Bulk: L, Capacity: 20 charges, Critical: Burn 1d4, Level: 1, Usage: 1			
Semi-auto pistol, tactical	Carried	1	0.1 / 260
AnalogBulk: L, Capacity: 9 rounds, Critical: -, Level: 1, Usage: 1			
Incendiary grenade I	Carried	5	0.1 (0.5) / 375 (1,875)
DC 13, Explode (1d6 F, 1d4 burn, 5 ft.)Bulk: L, Capacity: Drawn, Level: 2			
Frag grenade I	Carried	5	0.1 (0.5) / 35 (175)
DC 12, Explode (1d6 P, 15 ft.)Bulk: L, Capacity: Drawn, Level: 1			
TOTAL BULK CARRIED/VALUE		4.9 lbs.	4,785 cr

WEIGHT ALLOWANCE		
Unencumbered	6	Encumbered 12 Overburdened 13

FUNDS	
Total=	0 cr [Unspent Funds = 827.5 cr]

MAGIC	
Languages	
Castrovelian, Common, Kasatha, Vesk	

Other Companions	
Racial Traits	

Racial Traits	
SIZE AND TYPE	[SCR, p.48]

Lashuntas are Medium humanoids with the lashunta subtype.

DIMORPHIC	
[SCR, p.48]	

All lashuntas gain +2 Charisma at character creation. Korasha lashuntas are muscular (+2 Strength at character creation) but often brash and unobservant (-2 Wisdom at character creation). Damaya lashuntas are typically clever and well-spoken (+2 Intelligence at character creation) but somewhat delicate (-2 Constitution at character creation).

LASHUNTA MAGIC	
[SCR, p.48]	

[NOT IMPLEMENTED]Lashuntas gain the following spell-like abilities: At will: daze, psychokinetic hand 1/day; detect thoughts See Spell-like Abilities on page 262. The caster level for these effects is equal to the lashunta's level.

LIMITED TELEPATHY	
[SCR, p.48]	

Lashuntas can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

STUDENT	
[SCR, p.48]	

Lashuntas love to learn, and they receive a +2 racial bonus to any two skills of their choice.

Theme	
<b>Xenoseeker</b>	[SCR, p.37]

The thought of meeting alien life-forms excites you. The more different their appearances and customs are from yours, the better! You either believe they have much to teach you or you want to prove you are better than them. Of course, the only way to accomplish your goal is to leave the Pact Worlds and travel to the Vast, where a virtually endless number of aliens await.

THEME KNOWLEDGE	
[SCR, p.37]	

You are trained to seek out, identify, and interact with alien life-forms. Reduce the DC to identify a rare creature using Life Science by 5. Life Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Life Science checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

Class Features	
<b>Envoy Improvisation</b>	[SCR, p.61]

As you gain experience, you learn envoy improvisations—little tricks that bolster allies, confound enemies, or change the ebb and flow of battle using guile, inspiration, or luck. You learn your first envoy improvisation at 1st level, and you learn an additional improvisation at 2nd level and every 2 levels thereafter. The list of envoy improvisations appears on page 62. If an improvisation allows you to grant an effect to an ally, you cannot grant yourself that effect unless the improvisation states otherwise. If an envoy improvisation allows a saving throw to resist its effects or requires an enemy to attempt a skill check, the DC is equal to 10 + half your envoy level + your Charisma modifier. Some envoy improvisations are language-dependent, mindaffecting, sense-dependent, or some combination of any or all of these. These terms are defined on page 270.

Expertise (Ex)	
[SCR, p.61]	

You are an expert at dealing with challenges that test your skills, be the challenges social or otherwise. At 1st level, when attempting a Sense Motive check, you can roll 1d6 (your expertise die) and add the result of the roll to your check as an insight bonus. You can use this and other expertise abilities as long as you have at least 1 Resolve Point remaining. At 5th level, anytime you roll your expertise die, you gain a +1 bonus to the result. At 9th, 17th, and 20th levels, this bonus increases by 1. At 13th level, you roll 1d8 as your expertise die instead of 1d6. Beginning at 9th level, you have even greater expertise with skills to which you can add your expertise die that you have also selected with the Skill Focus feat. For each such skill, once per day when rolling your expertise die to add to that skill, you may roll the expertise die twice and take the better of the two results.

Skill Expertise (Ex)	
[SCR, p.61]	

At 1st level and every 4 levels thereafter, you can use expertise with one additional class skill. You must have at least 1 rank in a skill to select it, and it must come from the following list: Bluff (Cha), Computers (Int), Culture (Int), Diplomacy (Cha), Disguise (Cha), Engineering (Int), Intimidate (Cha), and Medicine (Int).

Get 'Em (Ex)	
[SCR, p.62]	

As a move action, you can choose one enemy within 60 feet. Until the start of your next turn, you and your allies gain a +1 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing. At 6th level, you can spend 1 Resolve Point to grant this bonus to attack rolls and damage rolls against all enemies who are within 60 feet.

Inspiring Boost (Ex)	
[SCR, p.62]	

As a standard action, you can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy (see page 242) at any point after your last turn ended. That ally regains a number of Stamina Points (up to his maximum) equal to twice your envoy level + your Charisma modifier; at 15th level, this increases to three times your envoy level + your Charisma modifier. Once an ally has benefited from your inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points. At 6th level, you can spend 1 Resolve Point to add your envoy level to the number of Stamina Points regained.

Primary Fighting Style	
[SCR, p.111]	

You have a preferred fighting style that represents the type of soldier you are. Each fighting style is composed of various style techniques that you learn as you gain experience. You must pick one fighting style upon taking your first soldier level, and once made, this choice cannot be changed. Descriptions of the fighting styles you can choose from appear on pages 112-115.

Sharpshoot	
[SCR, p.115]	

The sharpshoot fighting style enables you to excel at making accurate attacks, usually with ranged weapons at a long distance. You can ignore cover and other impediments to your shots, and your attacks are improved by your intense focus.

Primary Style Technique	
[SCR, p.111]	

At 1st level and every 4 levels thereafter, you gain a style technique unique to your primary fighting style.

Sniper's Aim (Ex)	
[SCR, p.115]	

When you make a ranged attack against a target with cover, reduce the AC bonus from cover by 2. You can't use sniper's aim against an enemy with total cover.

Feats	
<b>Improved Initiative</b>	[SCR, p.158]

Your quick reflexes allow you to react rapidly to danger.  
You gain a +4 bonus to initiative checks.

Jet Dash	
[SCR, p.158]	

You are swift of foot and can make enormous leaps.

When running, you move six times your land speed. Whenever you jump, double the height and distance you can jump. While running, you don't gain the flat-footed condition.

Normal: You move four times your land speed and gain the flat-footed condition while running.

### Proficiencies

**Armor Prof ~ Heavy Armor**

**Armor Prof ~ Light Armor**

**Weapon Prof ~ Advanced Melee Weapons**

**Weapon Prof ~ Basic Melee Weapons**

**Weapon Prof ~ Grenades**

**Weapon Prof ~ Heavy Weapons**

**Weapon Prof ~ Longarms**

**Weapon Prof ~ Small Arms**

**Weapon Prof ~ Sniper Weapons**

# Kimmie

Lashunta (Damaya)

RACE

23

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 5"

HEIGHT

120 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

Purple,

HAIR / HAIR STYLE

PHOBIAS

,  
PERSONALITY TRAITS

INTERESTS

,  
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**

