

# OBOZAYA (LEVEL 5 SOLDIER)

Obozaya is a **soldier**, a living bulwark of sturdy armor and big guns who relies on firepower to protect their allies and punish enemies.



## ACTING IN COMBAT

Obozaya puts herself between her allies and danger, unleashing Auto-Fire from her weapon and swapping to her doshko if an enemy gets too close. Obozaya focuses her suppressing fire on enemies Navasi calls out with directives, and bullies enemies she's suppressed with Menacing Laughter to keep them from hurting her friends. When enemies spread out, she uses Widen Area to pummel more terrain with Auto-Fire, trusting her instincts to keep friendlies out of harm's way.

**Fearsome Bulwark:** You can use your Constitution modifier instead of your Charisma modifier on Intimidation checks (calculated in already), and instead of your Strength modifier on Athletics checks to Reposition or Shove.

**Friendly Fire:** When you Auto-Fire, you avoid harming up to 2 allies in the area. Enemies who succeed (but not critically succeed) their save against such an attack are still suppressed until the start of your next turn.

**Defenses:** Obozaya Barricades to create cover for herself and an ally. She uses Get Down! to try to steer allies away from danger.

**Suppressing Fire:** When Obozaya Auto-Fires, she suppresses her targets. Enemies in the affected area who fail their save against her attack become suppressed until the start of her next turn. A suppressed target takes a -1 circumstance penalty on attack rolls and takes a -10-foot status penalty to its Speeds.

### Combat Actions

The following are special actions Obozaya can use in (or out of) combat.

#### BARRICADE ♦

##### MANIPULATE

You hastily create a barricade using nearby items, junk, or debris. The barricade provides lesser cover for you and one other ally, though you can Take Cover to increase this benefit to standard cover. The barricade is flimsy and falls apart at the end of your next turn. There isn't normally enough material for you to build a second barricade in the same space unless you're in a particularly cluttered area (at the GM's discretion).

#### MENACING LAUGHTER ♦

##### AUDITORY | SOLDIER

Your laughter can somehow be heard over the din of your weapons fire. Attempt an Intimidation check to Demoralize each creature within 30 feet who is suppressed.

#### PRIMARY TARGET

Obozaya chooses a single target to bring down while using Area Fire or Auto-Fire. Choose a single creature either adjacent to the center point of the attack or the closest to you within a cone or line to be your primary target. After resolving the area of effect attack, make a ranged Strike using your weapon against the selected target. Ignore the unwieldy trait on your weapon when using this action. This follow-up Strike consumes an amount of ammo from the weapon equal to its expend, and you can't make this additional Strike if you don't have sufficient ammo. If two or more creatures are equidistant or closest, you can choose which one is your primary target. If you successfully hit your primary target with this Strike, then that target is suppressed until the start of your next turn. This Strike uses the same multiple attack penalty as your Area Fire or Auto-Fire action but doesn't count toward your multiple attack penalty.

#### WIDEN AREA ♦

##### MANIPULATE | SOLDIER

**Requirements** You are wielding a weapon with the area or automatic trait.

You set up your area weapon to affect more targets. If the next action you use is to make an attack with a weapon that has an area of burst, cone, or line, increase the area of that attack. Add 5 feet to the radius of a burst that

normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

#### Combat Reactions

The following are special reactions Obozaya can use in combat.

#### GET DOWN! ♦

**Trigger** A willing adjacent ally becomes the target of a ranged attack or is in the area of an effect that deals damage and requires a Reflex saving throw. You pull a standing ally down to take cover from the triggering attack. You and your ally fall prone. Your ally gains the benefits of Take Cover to hunker down and gains greater cover against the triggering ranged attack, gaining a +4 circumstance bonus to AC and Reflex saves until the beginning of their next turn.

#### QUICK SWAP ♦

##### SOLDIER

**Trigger** You are wielding a two-handed weapon and an enemy creature moves adjacent to you.

You can switch weapons in stressful situations to quickly set yourself up to punish incoming foes. You stow your current weapon and draw another two-handed weapon. If you have multiple sets of arms, you can instead choose a set to become active.

#### TERRIFYING BRAVADO ♦

##### VESK

**Trigger** You critically succeed on a save against a fear effect whose source was a creature, or a creature critically fails or fails an Intimidation check to Demoralize you.

You laugh at your enemy's failed attempts to bully you, turning the tables on your foe with a display of terrifying bravado. You attempt an Intimidation check to Demoralize the triggering creature.

#### ACTING IN EXPLORATION MODE

Obozaya sticks close to her allies while keeping an eye out for danger or creating temporary cover or searching the surroundings for an ambush.

#### DEADLIFT ♦

**Requirements** You aren't fatigued.

For 1 minute, you can carry 4 more Bulk than normal before becoming encumbered. The amount you can carry increases to 6 at expert, 8 at master, and 10 at legendary. When the benefits of this feat end, you become fatigued for 10 minutes.

#### EQUIPMENT

Obozaya wears commercial hidden soldier armor (with a comm unit and commercial jet pack installed).

#### COMM UNIT

##### TECH

This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

#### DOSHKO

Obozaya's trusty sidearm is a traditional vesk poleaxe that deals slashing damage. And has the following traits.

**Parry:** This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

**Unwieldy:** Weapons with this trait are large and awkward, can't be fired without cooling down first, or are otherwise difficult to use with repeated attacks. You can't use an unwieldy weapon more than once per round and can't use it to Strike as part of a reaction, such as Reactive Strike.

## **FRAG GRENADES (2)**

You can activate this grenade using an Area Fire action. Instead of making an attack roll, choose a target area within 30 feet. All creatures within a 5-foot burst take 1d8 piercing damage with a basic Reflex save. On a critical failure the creature also takes 1d4 persistent bleed damage.

## **GRENADE LAUNCHER**

The rotating barrel of this automatic breechloading launcher holds up to six grenades of any variety, allowing its wielder to choose a different grenade each time they fire. A grenade launcher is considered a martial ranged weapon, has reload of 2, and a range of 40 feet.

**Area Fire** ♦♦ (area, attack) You hit each creature in the designated area with a range equal to the weapon's range increment (for cone or line) or the designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you do not roll an attack roll). This damage is area damage. Creatures who critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Area Fire has an expend equal to the value listed on the weapon.

## **JETPACK**

### **TECH**

Boosters the size of a backpack attach to the back of your armor and allow you to fly.

**Activate–Fly** ♦ (manipulate) **Effect** You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you are off-guard while doing so. A jetpack can't lift you if you're encumbered.

## **INCENDIARY GRENADES (3)**

You can activate this grenade using an Area Fire action. Instead of making an attack roll, choose a target area within 30 feet. All creatures within a 5-foot burst take 1d8 fire damage with a basic Reflex save. On a critical failure the creature is knocked 5 feet away from the grenade.

## **MACHINE GUN**

Obozaya's main weapon is a machine gun. It deals piercing damage and has the following traits.

**Automatic:** In addition to a normal Strike, you can fire this weapon using the Auto-Fire action.

**Auto-Fire** ♦♦ (area, attack) You hit each creature in a cone with a range equal to half the weapon's range increment without making an attack roll. Any creatures in the area take damage equal to the weapon's damage (basic Reflex save against your class DC plus the tracking value of the weapon). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Automatic Fire has an expend equal to the number of targets in the area × 2.



# Character Sheet

## Ancestry

**Vesk (Briskwander)**

Heritage and Traits

**Humanoid, Vesk**

Size

**M**

## Attributes

**+3 Strength**  
○Partial Boost

**+3 Dexterity**  
○Partial Boost

**+4 Constitution**  
○Partial Boost

**+1 Intelligence**  
○Partial Boost

**+1 Wisdom**  
○Partial Boost

**+1 Charisma**  
○Partial Boost

## Defenses

**Armor Class Shield**



Hardness	Max HP	BT	HP
	/		

Armor Proficiencies  
Unarmored Light Medium Heavy

**10 · 3 · 7 · 5**

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

**Fortitude**

**+13**

**4 · 9 ·**

Con Prof Item

**Reflex**

**+12**

**3 · 9 ·**

Dex Prof Item

**Will**

**+10**

**1 · 9 ·**

Wis Prof Item

## Hit Points

Maximum

**85**

Current HP

Temporary HP

Dying

Wounded

## Skills

**Acrobatics** **3** **3 · 0 · 0 · 0**  
Dex Prof Item Armor

**Arcana** **1** **1 · 0 · 0**  
Int Prof Item

**Athletics** **11** **2 · 9 · 0 · 0**  
Str Prof Item Armor

**Computers** **1** **1 · 0 · 0**  
Int Prof Item

**Crafting** **1** **1 · 0 · 0**  
Int Prof Item

**Deception** **1** **1 · 0 · 0**  
Cha Prof Item

**Diplomacy** **1** **1 · 0 · 0**  
Cha Prof Item

**Intimidation** **15** **4 · 9 · 0**  
Cha Prof Item

**Warfare Lore** **4** **1 · 3 · 0**  
Int Prof Item

**Lore** **1** **1 · 0 · 0**  
Int Prof Item

**Medicine** **1** **1 · 0 · 0**  
Wis Prof Item

**Nature** **4** **1 · 3 · 0**  
Wis Prof Item

**Occultism** **1** **1 · 0 · 0**  
Int Prof Item

**Performance** **1** **1 · 0 · 0**  
Cha Prof Item

**Piloting** **3** **3 · 0 · 0**  
Dex Prof Item

**Religion** **1** **1 · 0 · 0**  
Wis Prof Item

**Society** **4** **1 · 3 · 0**  
Int Prof Item

**Stealth** **6** **3 · 3 · 0 · 0**  
Dex Prof Item Armor

**Survival** **4** **1 · 3 · 0**  
Wis Prof Item

**Thievery** **3** **3 · 0 · 0 · 0**  
Dex Prof Item Armor

## Languages

Akitonian  
Common  
Pahtra  
Vesk

## Perception

**+10** **1 · 9 ·**  
Wis Prof Item

Senses and Notes  
low-light vision

## Speed

**25** feet

Special Movement

## Strikes

### Melee Strikes

#### Weapon

**+12**

**3 · 9 · 0**

Damage  
**1d12 P**

Traits and Notes analog, parry, unwieldy, vesk

#### Weapon

**+12**

**· · ·**

Damage  
Str Prof Item

Traits and Notes

### Ranged Strikes

#### Weapon

Range (ft.)

Machine Gun

**40**

**+13**

**3 · 9 · 1**

Dex Prof Item

Mag/Exp Damage

**20 / 1** **2d8 P**

Traits and Notes analog, automatic (DC 21), reload 1

#### Weapon

Range (ft.)

Grenade Launcher

**40**

**+12**

**3 · 9 · 0**

Dex Prof Item

Mag/Exp Damage

**/** see grenades

Traits and Notes reload 2, DC 21

#### Weapon

Range (ft.)

Machine Gun

**40**

**+12**

**· · ·**

Dex Prof Item

Mag/Exp Damage

**/**

Traits and Notes

#### Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
<b>T E M</b>				

Critical Specializations

#### Class DC

**21**

Base Key Prof Item

**10 · 4 · 7 ·**

#### Reminders

##### Proficiency

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

##### Action Icons

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

## Ancestry and General Feats — Class Abilities —

Level 1	Ancestry and Heritage Abilities <b>Vesk (Briskwander)</b>	
	Ancestry Feat <b>Fearless</b>	
	Background Skill Feat <b>Barricade</b>	
2	Skill Feat <b>Deadlift</b>	Class Feat <b>Menacing Laughter</b>
3	General Feat <b>Toughness</b>	Class Feature <b>Fearsome bulwark, Reflex Expertise</b>
4	Skill Feat <b>Get Down!</b>	Class Feat <b>Widen Area</b>
5	Ancestry Feat <b>Terrifying Bravado</b>	Boosts Class Feature <b>Soldier Weapon Expert, Perception Expertise</b>
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat	Boosts Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

## Inventory —

Held Items	Bulk	
Consumables	Bulk	
<b>commercial frag grenades (2)</b>	L	
<b>commercial incendiary grenades (3)</b>	L	
Worn Items	Invested	Bulk
<b>comm unit</b>	—	L
<b>commercial hidden soldier armor</b>	—	3
<b>commercial jetpack</b>	—	L
Weapons	Mag	Bulk
<b>commercial doshko</b>	—	1
<b>commercial grenade launcher</b>	—	3
<b>advanced machine gun</b>	20	2
Bulk	<b>Light Items</b> 10 light Bulk items = 1 Bulk <b>Encumbered Bulk</b> 5 + Str <b>Maximum Bulk</b> 10 + Str <b>Maximum Invested</b> 10	
Valuables	Price	Bulk
Wealth Credits	UPB (Universal Polymer Base)	
<b>5</b>		