

ISEPH (LEVEL 5 OPERATIVE)

Iseph is an **operative**. Iseph's specialty is fighting with pistols in close quarters. Iseph also excels at Hacking computers and Piloting. As a mod fanatic android, Iseph has upgraded their body with cybernetics.



ACTING IN COMBAT

Iseph gains an additional +1 circumstance bonus to Perception checks made as initiative rolls and a +2 circumstance bonus to Piloting checks made as initiative rolls.

Iseph might delay their turn until Navasi gives a directive, or use Mobile Aim to get into position while aiming at an enemy. Iseph always Aims and shoots, using Mobile Reload to reposition when they need to reload. Iseph stays alert for enemies using actions that trigger their Hair Trigger reaction. If an enemy falls while Iseph has remaining actions, they Switch Target to Aim at a different enemy. Iseph supports ally's with their Kill Steal reaction whenever they can.

Control: In a pinch, Iseph Combat Hacks to disrupt an enemy or their gear.

Crowd Surfing: Iseph moves at full speed through crowds and treats areas packed with people as difficult terrain instead of greater difficult terrain.

Defenses: Iseph uses Tactical Advance to reposition during battle. When under heavy fire, Iseph activates their force field. If Iseph's knocked prone, they use Sniper Stance to keep shooting.

Dying: Iseph's auto-CPR unit makes recovery checks easier. When you have the dying condition, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

Urban Operator: You ignore difficult terrain from trash and crowds, and greater difficult terrain from urban environment trash and crowds are only difficult terrain for you.

Combat Actions

The following are special actions or abilities Iseph can use during combat.

Critical Weapon Specialization: When you critically succeed at an attack roll with a semi-auto pistol, the target must succeed at a Fortitude save against your class DC or be slowed 1 until the start of your next turn.

Skirmisher Exploit: Iseph's Strikes with one-handed ranged weapons don't trigger reactions that are triggered by a ranged attack.

ADVANCED TARGETING SYSTEM

ANDROID

Your ocular processors are augmented with advanced targeting systems, allowing you to more easily pinpoint your enemy and predict their movements. You can cast *sure strike* once per day as a 1st-rank arcane innate spell.

SURE STRIKE ♦

CONCENTRATE | FORTUNE

Duration until the end of your turn.

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

SPELL 1

AIM ♦

CONCENTRATE | OPERATIVE

Requirement You're wielding a ranged weapon that doesn't have the area trait.

You take careful aim at a single creature that you are aware of, designating them as your mark. Until the end of your turn, your ranged Strikes against your mark using the required ranged weapon deal an additional 2d4 precision damage and reduce the circumstance bonus to AC your mark gets from cover by 1. These benefits only apply if your mark is within your weapon's first range increment. You can only have one mark at a time.

COMBAT HACK ♦

ATTACK | GENERAL | MANIPULATE | SKILL

Prerequisites expert in Computers

Requirements You are holding or wearing a hacking kit and have a free hand. Attempt a Computers check to Hack an adjacent creature, hazard, or item with the tech trait. The DC is equal to the creature or hazard's Fortitude DC or the

Fortitude DC of the creature holding the object. Otherwise, the GM sets the DC for the check based on the item's level. Regardless of your result, the target is temporarily immune to your attempts to Combat Hack it for 10 minutes.

Critical Success The target becomes glitching 2 for 1 round.

Success The target becomes glitching 1 for 1 round.

Critical Failure If the target has the glitching condition, reduce the value of its glitching condition by 1.

MOBILE AIM ♦

OPERATIVE

You're rarely still, and you've learned to reliably hit your targets even while moving. You Stride, then Aim with a gun you're wielding.

MOBILE RELOAD

Whenever Iseph reloads a ranged weapon, they can also Step or Stride.

SNIPER STANCE

GENERAL | SKILL

Prerequisites expert in Acrobatics

You lie low as part of your tactical acumen. You don't take a penalty to attack rolls with guns while prone. In addition, you can spend 1 action to adjust your position while remaining prone and ignore the off-guard penalty until the beginning of your next turn.

SWITCH TARGET ♦

OPERATIVE

Trigger The creature you are currently Aimed at gains the dying or unconscious condition.

Requirements You're wielding a gun.

As your target falls, you immediately home in on the next. You Aim at a different creature.

TACTICAL ADVANCE ♦

FLOURISH | MOVE | OPERATIVE

Requirement You're not encumbered.

You dodge, roll, and weave out of danger, leaving no openings as you move across the battlefield. Stride up to half your Speed. This movement doesn't trigger reactions.

Combat Reactions

The following are special reactions Dae can use in combat.

HAIR TRIGGER ↗

OPERATIVE

Trigger A creature within your first range increment uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action.

Requirements You're wielding a gun.

You attempt a ranged Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

KILL STEAL ↘

OPERATIVE

Trigger An ally ends their turn.

Requirements You're wielding a gun and an enemy was hit two or more times by the same ally this turn.

You fire a quick shot at a creature your ally is focusing their attacks on. You Aim at a creature that meets the requirements, then make a Strike against that creature.

ACTING IN EXPLORATION MODE

Iseph usually Avoids Notice, but they might also Scout ahead of their allies or watch their backs.

Hacking: Iseph can use Computers to Disable a Device or Hack a system using any computer, comm unit, or terminal instead of a hacking toolkit.

Hologram Skeptic: Even if you aren't Searching, you always attempt a check to disbelieve holograms and effects with the illusion and tech traits that normally require you to Search or Interact with them.

EQUIPMENT

Iseph wears tactical second skin (with an auto-CPR unit and comm unit installed) and carries a tactical infiltrator's toolkit and commercial incendiary grenade.

AUTO-CPR UNIT

This device monitors your vital signs including blood pressure, heart rate, respiration, and temperature. When one or more of these vital signs fall below an acceptable level, the device automatically administers aid, injecting you with stimulants and applying resuscitating pressure to your organs if necessary. When you have the dying condition while you are wearing this armor, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

COMM UNIT

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).

INCENDIARY GRENADE

Iseph 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.

INFILTRATOR'S TOOLKIT

This toolkit allows Iseph to Pick Locks or Disable Devices (of some types) using the Thievery skill. A tactical infiltrator's toolkit adds a +1 item bonus to checks to Pick Locks or Disable Devices.

SEMI-AUTO PISTOL

Iseph's gun is a pistol that deals 2d6 piercing damage. It has a range increment of 60 feet. Its magazine contains 5 projectiles and expends 1 per Strike, meaning Iseph can shoot five times before reloading. Iseph has 20 projectiles for this gun.

ZERO KNIFE

This powered knife deals 1d4 cold damage. Iseph reduces their multiple attack penalty to -4 to the second attack and -8 to further attacks. This weapon comes with a commercial battery installed and uses 1 charge per day (rather than 1 charge per attack).

PERSONAL UPGRADES

Iseph has the following items installed in their body.

DERMAL PLATING

Hardened composites line your skin and help you deflect physical blows. You gain resistance 1 to physical damage.

FORCE FIELD

Force fields are armor upgrades that generate a personal barrier that temporarily absorbs damage. The force field has 6 Hit Points and replenishes 2 Hit Points on your turn. While your force field is active, any damage you would take is applied to the force field's Hit Points first, before being applied to your Hit Points (including temporary Hit Points). If damage from an attack or effect reduces the force field to 0 Hit Points, you take any excess damage and the force field deactivates.

When a force field is deactivated, it provides no benefits and doesn't replenish Hit Points.

Activate—Raise Force Field  **(manipulate)**; **Effect** Your force field becomes active. It remains active for 1 minute or until it's reduced to 0 Hit Points.



Character Sheet

Ancestry

Android (Mod Fanatic)

Heritage and Traits

Android, Humanoid

Size

M

Attributes

+2 Strength
○Partial Boost

+4 Dexterity
● Partial Boost

+3 Constitution
○Partial Boost

+2 Intelligence
○Partial Boost

+2 Wisdom
○Partial Boost

-1 Charisma
○Partial Boost

Defenses

Armor Class Shield



Hardness	Max HP	BT	HP
1	/		

Armor Proficiencies
Unarmored Light Medium Heavy

10 · 4 · 7 · 2

Base Dex* Prof Item
* Use armor's Dex cap if lower

Fortitude

+10
3 · 7 ·

Reflex

+13
4 · 9 ·

Will

+11
2 · 9 ·

Con Prof Item

Dex Prof Item

Wis Prof Item

Defense & Environmental Protection Notes

+1 to saves vs. disease, poison, radiation

Hit Points

Maximum

Current HP

Temporary HP

63

Dying

Wounded

Skills

Acrobatics 11 **4 · 7 · 0 · 0**
Dex Prof Item Armor

Arcana 2 **2 · 0 · 0**
Int Prof Item

Athletics 9 **2 · 7 · 0 · 0**
Str Prof Item Armor

Computers 12 **2 · 9 · 1**
Int Prof Item

Crafting 9 **2 · 7 · 0**
Int Prof Item

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

Diplomacy -2 **-1 · 0 · 1**
Cha Prof Item

Intimidation -1 **-1 · 0 · 0**
Cha Prof Item

Infosphere Lore 9 **2 · 7 · 0**
Int Prof Item

Lore 2 **2 · 0 · 0**
Int Prof Item

Medicine 0 **2 · 0 · 0**
Wis Prof Item

Nature 0 **2 · 0 · 0**
Wis Prof Item

Occultism 0 **2 · 0 · 0**
Int Prof Item

Performance -2 **-1 · 0 · 1**
Cha Prof Item

Piloting 13 **4 · 9 · 0**
Dex Prof Item

Religion 2 **2 · 0 · 0**
Wis Prof Item

Society 2 **2 · 0 · 0**
Int Prof Item

Stealth 11 **4 · 7 · 0 · 0**
Dex Prof Item Armor

Survival 2 **2 · 0 · 0**
Wis Prof Item

Thievery 12 **4 · 7 · 1 · 0**
Dex Prof Item Armor

Languages

Akitonian
Common
Vercite
Vesk

Perception

+11
2 · 9 ·

Wis Prof Item

Senses and Notes
darkvision
-1 penalty to Sense Motive

Speed

30 feet

Special Movement

Strikes

Melee Strikes

Weapon



4 · 7 · 0

Damage
1d4+2 C

Traits and Notes agile, finesse, powered, tech

Weapon



Str Prof Item

Damage

Traits and Notes

Ranged Strikes

Weapon

Range (ft.)

+16

4 · 11 · 1

Dex Prof Item

Mag/Exp Damage
5 / 1 **2d6 P**

Traits and Notes analog, reload 1

Weapon

Range (ft.)

+

+

Mag/Exp Damage
/ **/**

Traits and Notes

Weapon

Range (ft.)

+

+

Mag/Exp Damage
/ **/**

Traits and Notes

Weapon Proficiencies

Unarmed

Simple

Martial

Advanced

Other

Critical Specializations
Simple & martial guns (M)
Advanced guns (E)

Class DC

21

Base Key Prof Item

10 · 4 · 7 ·

Legendary 8 + level

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

Character Name	Level	Hero Points
Ioseph	XP	5
Player Name	Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.	
Background	Class	
Hacker	Operative	
Background Notes	Class Notes	
	Skirmisher	

Ancestry and General Feats — Class Abilities

Level 1	Ancestry and Heritage Abilities Android Mod Fanatic Emotionally Unaware Ancestry Feat Quicken Processor		Class Feats and Features Aim 2d4 Crowd Surfing (skirmisher's exploit) Hair Trigger (skirmisher's exploit) Operative's Specialization (skirmisher) Mobile Aim (class feat) Mobile Reload	
	Background Skill Feat Phreaker			
2	Skill Feat hologram skeptic		Class Feat Kill Steal	
3	General Feat Ancestral Paragon (Nightvision Adaptation)		Class Feature Specialized Skill Set (Sniper Stance), Focused, On the Move	
4	Skill Feat Combat Hack		Class Feat Switch Target	
5	Ancestry Feat Advanced Targeting System	Boosts	Class Feature Master Gunner, Urban Operator	
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 tactical infiltrator's toolkit	Bulk L
Consumables commercial incendiary grenade	Bulk L
Worn Items auto-CPR unit comm unit commercial dermal plating commercial force field tactical second skin	Invested — — — — —
Weapons advanced semi-auto pistol commercial zero knife	Mag 20 —
Bulk  Light Items 10 light Bulk items = 1 Bulk Encumbered Bulk 5 + Str Maximum Bulk 10 + Str Maximum Invested 10	Bulk 1 — — —
Valuables	Price
Wealth Credits 	UPB (Universal Polymer Base) 