

## CHK CHK (LEVEL 5 MYSTIC)

*Chk Chk is a **mystic**, a spellcaster who heals allies and blasts enemies using power drawn from the invisible bonds uniting everything in the universe. Chk Chk worships Zon-Shelyn, a deity who encourages creating art from one's own pain.*



## ACTING IN COMBAT

Chk Chk uses his mystic bond to keep track of his allies and their state of being. When Chk Chk rolls initiative, he adds +2 from his holy talisman. Chk Chk activates Rebellious Defiance against the enemy he judges to be most dangerous. Chk Chk casts spells to harm enemies or help his allies, then Transfers Vitality when an ally is seriously injured. Chk Chk follows up his spells with a shot from his arc pistol or takes his painglaive into melee to flank with his best friend Dae.

**Defenses:** Chk Chk Feigns Death if he gets in over his head. When Chk Chk rolls a success on a Will save versus a Swarm creature, he treats the roll as a critical success instead.

## Combat Actions

The following are special actions Chk Chk can use in combat.

### FORCE CONNECTION ➡

CONCENTRATE MENTAL

You concentrate your telepathy toward a bonded ally within 120 feet and invite them into a temporary understanding of your connection. If the next action you use is to Cast a Spell and the target would be affected, choose one: either that spell only affects the target, or that spell doesn't affect your target.

If the next action you use has the transfer trait and uses the same target, your vitality network regains up to 4 of those lost Hit Points. Your vitality network can never regain more Hit Points than was spent to use the transfer action and can't exceed its maximum capacity.

### REBELLIOUS DEFIANCE ➡

MENTAL

**Frequency** once per day

You decry one foe within 100 feet that you can see as a tyrant or villain, and prepare yourself to defy them. You gain a +1 circumstance bonus on your attack rolls against this foe, and gain a +1 circumstance bonus to saving throws against the attacks, spells, and effects of this foe. These benefits last for 1 minute.

### TRANSFER VITALITY ➡

CONCENTRATE HEALING MYSTIC TRANSFER

You can transfer any number of Hit Points from your vitality network into yourself or a bonded creature you can see within 60 feet. Chk Chk's vitality network has 26 HP. Once spent, it regenerates 4 HP each round on Chk Chk's turn.

When you Transfer Vitality, the target's shadow darkens and swells, reducing bright light within a 10-foot emanation of the target to dim light. This is a form of magical darkness and can overcome non-magical light sources or attempts to counteract magical light as described on page 431 of *Pathfinder Player Core*. The target becomes concealed while in this dim light, and can use the concealed condition to Hide. This lasts until the end of your next turn.

## Combat Reactions

The following are special reactions Chk Chk can use in combat.

### EBB & FLOW ➡

CONCENTRATE MYSTIC SPELLSHAPE

With careful focus, you guarantee that vital energy lost from a target is caught by your vitality network. If the next action you use is to Cast a Spell that deals void damage to a single target and the target loses Hit Points from the spell, your vitality network gains Hit Points equal to twice the spell's rank. If your next action is to Strike with a weapon that deals void damage, your vitality network gains 2 Hit Points per weapon damage die.

## FEIGN DEATH ➡

GENERAL SKILL

**Trigger** You take damage.

You lie prone and Impersonate a corpse. As long as you don't take any actions requiring anything other than your mind, you appear dead. To see through your ruse, a creature must succeed at a check against your Deception DC, either by Seeking or Recalling Knowledge. You can Ready an Action without ending this effect if you're a master in Deception.

## SPOT HEALING ➡

MYSTIC

**Transfer Cost** the amount you heal + 2

**Trigger** An adjacent bonded ally takes damage.

You quickly expend energy from your vitality network toward a bonded ally. The target regains a number of Hit Points you choose up to twice your level.

## ACTING IN EXPLORATION MODE

Chk Chk helps the party communicate through his psychic group chat. He often Avoids Notice, listening to music or recording poetry on his comm unit (these actions count as activating his holy talisman when he rolls initiative).

## MYSTIC BOND

Chk Chk shares a bond with his allies that tells him the general distance and direction toward each of them, and if they are conscious, dying, or dead or affected by any conditions. All bonded allies can communicate telepathically while visible to one another.

## SPELLS

Chk Chk knows the following spells. He has a spell attack roll of +11 and spell DC 21.

### Signature Spells

You've learned to cast some of your spells more flexibly, granting you extra control over your spellcasting. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

Chk Chk's signature spells are *heal*, *soul surge*, and *vampiric feast*.

## Cantrips

Chk Chk can cast the following cantrips as often as he wants.

### DETECT MAGIC ➡➡

CANTRIP3

CANTRIP CONCENTRATION DETECTION MANIPULATE

**Area** 30-foot emanation

You send out a pulse that registers the presence of magic. You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your detect magic spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

## ELDRITCH LANCE

CANTRIP3

ATTACK CANTRIP CONCENTRATE MANIPULATE MENTAL

**Range** 30 feet; **Targets** 1 creature

**Defense** AC

You condense a beam of mind-assaulting eldritch energy from the dark spaces between the stars and fire it at a target. Make a ranged spell attack roll against the target's AC. If you hit, you deal 4d6 mental damage. On a critical success, you deal double damage.

## FIGMENT

CANTRIP3

CANTRIP CONCENTRATE ILLUSION MANIPULATE SUBTLE

**Range** 30 feet

**Duration** sustained

You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

## GUIDANCE

CANTRIP3

CANTRIP CONCENTRATE

**Range** 30 feet; **Targets** 1 creature

**Duration** until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

## VOID WARP

CANTRIP3

CANTRIP CONCENTRATE MANIPULATE VOID

**Range** 30 feet; **Targets** 1 living creature

**Defense** Fortitude

You call upon the Void to harm life force. The target takes 4d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

## Focus Spells

Chk Chk can use 1 Focus Point to cast *shadow snap*. He must Refocus before casting this spell again.

## SHADOW SNAP

FOCUS3

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC SHADOW

**Connection** shadow

**Range** 30 feet; **Target** 1 creature

**Defense** AC; **Duration** sustained up to 1 minute

With a snap of your fingers, you command the target's shadow to either attack or stalk its body. If you command it to attack, attempt a spell attack roll against the target's AC, dealing 3d10 cold damage on a hit (or double damage on a critical hit). This attack uses and contributes to your multiple attack penalty.

If you command the shadow to stalk, attempt a spell attack roll against the target's AC the first time the target uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; if the attack is a critical hit and the trigger was a manipulate or move action, the shadow disrupts that action.

Each time you Sustain the spell, you can choose to either attack the target or command the shadow to stalk the target until the end of your next turn.

## 1st-rank Spells

Chk Chk can cast four 1st-rank spells per day, selected from among the following.

## FEAR

SPELL1

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

**Range** 30 feet; **Targets** 1 creature

**Defense** Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

## GRIM TENDRILS

CONCENTRATE MANIPULATE VOID

**Area** 30-foot line

**Defense** Fortitude

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half the void damage and no persistent bleed damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double void damage and double persistent bleed damage.

## HEAL TO

SPELL1

HEALING MANIPULATE VITALITY

**Range** varies; **Targets** 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

◆◆◆ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

**Heightened (+1)** The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

## MOTIVATING RINGTONE

SPELL1

AUDITORY CONCENTRATE EMOTION HEALING MANIPULATE SUBTLE

**Requirements** You have a comm unit, used as a locus, and the contact info of the target.

**Range** 120 feet; **Targets** 1 comm unit

**Duration** 1 minute

You cause the target comm unit to play a cosmically composed personal theme song specific to its owner. The creature who owns the target regains 1d8+4 Hit Points when you Cast the Spell, a +5-foot status bonus to all Speeds, and a +1 status bonus to saves against fear effects for the duration, as long as the comm unit continues to play the ringtone. Creatures beginning their turn adjacent to an ally with an active ringtone gain the status bonus to Speeds and bonus to saves until the start of their next turn.

## 2nd-rank Spells

Chk Chk can cast four 2nd-rank spells per day, selected from among the following.

## CLEAR MIND ◆◆

## SPELL 2

CONCENTRATE HEALING MANIPULATE MENTAL

**Range** touch; **Targets** 1 willing creature

You drive mental contamination from the target's mind. Attempt to counteract an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

## DARKNESS ◆◆◆

## SPELL 2

CONCENTRATE DARKNESS MANIPULATE

**Range** 120 feet; **Area** 20-foot burst

**Duration** 1 minute

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness. This also suppresses magical light of your darkness spell's rank or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

## INVISIBILITY ◆◆

## SPELL 2

ILLUSION MANIPULATE SUBTLE

**Range** touch; **Targets** 1 creature

**Duration** 10 minutes

Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

## SOUL SURGE ◆◆

## SPELL 2

ATTACK CONCENTRATE MANIPULATE SANCTIFIED SPIRIT

**Range** 30 feet; **Targets** 1 creature

**Defense** AC

Make a ranged spell attack against the target's AC. On a hit, you deal 6d6 spirit damage. On a critical hit, the target takes double the damage and becomes drained 1. You lose 6 Hit Points or, if you are in a bond with a vitality network that has at least 6 Hit Points, you can reduce the vitality bond's HP by 6 instead.

**Heightened (+1)** Increases the damage dealt by 2d6 and the Hit Points lost by 2.

## 3rd-rank Spells

Chk Chk can cast three 3rd-rank spells per day, selected from among the following.

## SHARE PAIN ◆◆

## SPELL 3

CONCENTRATE MANIPULATE

**Range** 30 feet; **Targets** 1 creature

**Defense** Will

You telepathically share the sensation of agonizing pain with a creature. The target takes 3d12 mental damage and attempts a Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is clumsy 1.

**Critical Failure** The creature takes full damage and is clumsy 2.

## SLOW ◆◆

## SPELL 3

CONCENTRATE MANIPULATE

**Range** 30 feet; **Targets** 1 creature

**Defense** Fortitude; **Duration** varies

You dilate the flow of time around the target, slowing its actions.

**Critical Success** The target is unaffected.

**Success** The target is slowed 1 for 1 round.

**Failure** The target is slowed 1 for 1 minute.

**Critical Failure** The target is slowed 2 for 1 minute.

## VAMPIRIC FEAST ◆◆

## SPELL 3

CONCENTRATE DEATH MANIPULATE VOID

**Range** touch; **Targets** 1 living creature

**Defense** basic Fortitude

Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

## EQUIPMENT

Chk Chk wears commercial microcord armor (with a comm unit and darkvision visor installed). He carries a tactical medkit, commercial repair toolkit, and a poetry journal that he created as a holy talisman.

## ARC PISTOL

Chk Chk's sidearm is a pistol that deals electrical damage. It has a range increment of 30 feet. Its magazine contains 10 charges and expends 2 charges per Strike.

## 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).

## MEDKIT

A medkit contains analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. This tactical medkit provides a +1 item bonus to such checks.

## PAINGLAIVE

Chk Chk's primary weapon is a fierce but elegant polearm that rips apart enemies with a motor-powered chainsaw blade. It uses two hands to wield and deals slashing damage and has the following traits.

**Powered:** This melee weapon uses a battery. You can activate or deactivate a powered weapon with an Interact action or as part of drawing or stowing it.

**Reach:** This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures.

## POETRY JOURNAL (HOLY TALISMAN)

Chk Chk has constructed and blessed a poetry journal. He writes poetry in this journal as an act of worship to Zon-Shelyn. Once per day, he can choose to gain a +2 status bonus to initiative rolls if he recently spent time composing poetry, reading from his journal, or listening to inspirational music with his comm unit.

## REPAIR TOOLKIT

A repair toolkit contains a variety of delicate tools and supplies that allows you to perform simple repairs while traveling. You can use a repair toolkit to Repair items using the Crafting skill.

# PERSONAL AUGMENTATIONS

Chk Chk installed biotech wings into his body to represent personal metamorphosis (and because they look awesome).

## ULTRALIGHT WINGS

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Foldable wings are attached to your shoulder blades, or a similar location on your body that allows them to lift your weight and control your flying movements.

- ◆ **Soar** You gain a fly speed of 20 feet and a +1 item bonus to Acrobatics checks to Maneuver in Flight.



# STARFINDER

## Character Sheet

Character Name **Chk Chk** Level **5** Hero Points **3**

Player Name **Pregenerated Iconic** Background **Disciple** Class **Mystic**

Ancestry **Shirren (Defiant)** Background Notes **Zon-Shelyn** Class Notes **Shadow Connection**

Heritage and Traits **Humanoid, Shirren** Size **M**

Attributes: **+2** Strength **+3** Dexterity **+3** Constitution **+1** Intelligence **+4** Wisdom **+0** Charisma

Defenses: Armor Class **Shield** **22** Fortitude **+12** Reflex **+12** Will **+13** Hit Points **70**

Armor Proficiencies: Unarmored **10** Light **3** Medium **7** Heavy **2**

Resistances and Immunities: **Mental resistance 2**

Conditions: **+1 saves vs. mental; +1 Will vs. Swarm**

Skills: Acrobatics **3** Arcana **1** Athletics **2** Computers **1** Crafting **8** Deception **9** Diplomacy **0** Intimidation **0**

Languages: **Common** **Shirren** **Vercite** **Shadowtongue** **Limited Telepathy (30ft.)**

Perception **+11** Speed **25** feet

Melee Strikes: **Advanced Painglaive** **+10** **2** **7** **1** **2d10+2 S**

Weapon: **Advanced Painglaive** **+10** **2** **7** **1** **2d10+2 S**

Traits and Notes: **powered, reach, tech**

Ranged Strikes: **Arc Pistol** **30** **+11** **3** **7** **1** **10/2** **1d4 E**

Weapon: **Arc Pistol** **30** **+11** **3** **7** **1** **10/2** **1d4 E**

Traits and Notes: **arc, tech**

Weapon Proficiencies: **Simple, unarmed Painglaive (simple)**

Class DC **21** Base Key Prof Item **10** **4** **7**

Reminders: 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

# Inventory

Level 1	Ancestry and Heritage Abilities <b>Defiant Shirren</b>	Class Feats and Features <b>Connection (shadow)</b> <b>Epiphany Spells (shadow snap)</b> <b>Mystic Bond</b> <b>Mystic Spellcasting</b> <b>Spell Repertoire</b> <b>Vitality Network (26 HP)</b>
2	Skill Feat <b>Battle Medicine</b>	Class Feat <b>Spot Healing</b>
3	General Feat <b>Toughness</b>	Class Feature <b>Group Chat, Signature Spells</b>
4	Skill Feat <b>Feign Death</b>	Class Feat <b>Ebb &amp; Flow</b>
5	Ancestry Feat <b>Free Thinker</b>	Boosts Class Feature
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

Held Items	Bulk
tactical medkit	1
commercial repair toolkit	1
Poetry Journal (holy talisman)	—

Consumables	Bulk
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Worn Items	Invested	Bulk
comm unit	—	1
commercial microcord armor	—	1
darkvision visor	—	1
commercial ultralight wings	—	1

Weapons	Mag	Bulk
tactical arc pistol	10	1
commercial battery	—	—
advanced painglaive	—	1

**Bulk**

**Bulk 6**

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

Valuables	Price	Bulk
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**Wealth Credits**

**0**

**UPB** (Universal Polymer Base)

Magical Tradition

Spell Slots

Arcane

Primal

Occult

Divine

☐ Prepared Caster

☒ Spontaneous Caster

Spell Statistics

Spell Attack

+11

4 · 7

21

Spell DC

10 · 4 · 7

Base Key Prof

Cantrips

Cantrips per Day

5

Cantrip Rank

3

1/2 your level rounded up

Name	Actions	Prep
Detect magic	2	
Eldritch lance	2	
Figment	2	
Guidance	1	
Void warp	2	

Focus Spells

Focus Points

☒

☐

☐

Focus Spell Rank

3

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).  
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
Shadow snap	2

Innate Spells

Name	Actions	Freq
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Spells per Day

4

4

3

Spell Rank

1

2

3

4

5

6

7

8

9

10

Spells Remaining

Spells

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Signature spells (denoted by *)							
Fear	2	1					
Grim tendrils	2	1					
Heal*	1-3	1-3					
Motivating ringtone	2	1					
Clear mind	2	2					
Darkness	3	2					
Invisibility	2	2					
Soul surge*	2	2-3					
Share pain	2	3					
Slow	2	3					
Vampiric feast*	2	3					

Rituals

Name	Rank	Cost	Name	Rank	Cost
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