

ZEMIR (LEVEL 5 WITCHWARPER)

Zemir is a **witchwarper**, a spellcaster who warps reality with magic. Zemir's picked up a catalog of eclectic skills during his travels across the multiverse.



ACTING IN COMBAT

Zemir uses Quantum Pulse when he rolls initiative. Zemir focuses on casting spells and uses his quantum field to disrupt close enemies. Zemir uses Quantum Recycle to preserve energy from a higher-rank spell.

Defenses: Zemir Warps Wounds to avoid heavy damage. If Zemir is frightened or stupefied, he Touches Something Real to recenter.

Combat Actions

The following are special actions Zemir can use in combat.

QUANTUM PULSE

WITCHWARPER

Trigger You roll initiative.

You're always ready to let loose with your paradoxical abilities and can create your field with a thought. As combat begins, you release a pulse of quantum energy, activating your quantum field as if you'd used Warp Reality.

TOUCH SOMETHING REAL

ANCHORING | CONCENTRATE | WITCHWARPER

Frequency once per round

Requirements You have a free hand.

Briefly touching or fidgeting with your anchor helps you evaluate your situation clearly. Decrease the value of your frightened or stupefied condition by 1. If you have none of these conditions, you instead gain a +1 circumstance bonus to Will saves against fear effects until the start of your next turn.

WARP REALITY

CONCENTRATE | WITCHWARPER

Requirements It's your turn, and your quantum field isn't active.

Your quantum field activates and lasts as long as you Sustain it (up to 10 minutes) or until the end of your next turn. Your quantum field is a 15-foot-radius burst centered on a point you choose within 100 feet. While your quantum field is active, you can Touch Something Real. You can choose whether creatures in the area are affected by your quantum field.

Your quantum field automatically deactivates if you're knocked out, you dismiss it, or if you move more than 100 feet away from it.

Anomaly: Your movements blur as images of alternate iterations of you flicker around your current form, and your speech echoes with a chorus of otherworldly sounds. Any time an enemy within the quantum field attempts an action with the concentrate trait, the action is disrupted unless they succeed at a DC 5 flat check.

Combat Reactions

The following are special reactions Zemir can use in combat.

WARP WOUNDS

ANCHORING | FORTUNE | WITCHWARPER

Trigger You take damage from an enemy.

Requirements An enemy or willing ally is in your quantum field.

Your reality shifts to partially overlap with another in which someone else was damaged instead of you. You gain resistance to all damage against the triggering attack equal to half your level, and one enemy or willing ally in your quantum field takes damage equal to the amount of damage prevented this way.

QUANTUM RECYCLE

WITCHWARPER

Frequency once per day

Trigger You cast a 2nd rank or higher spell where the spell targets a creature or area within your quantum field.



SPECIAL TRAITS

Anchoring: You can use abilities with the anchoring trait only while your quantum field is activated. If you use the ability on your turn, in addition to their stated effects, they automatically Sustain your quantum field.



You expertly manipulate the effects of your quantum field to ensure that some of the energy from your spell is preserved and can be harnessed again. You regain an expended spell slot one spell rank lower than the triggering spell.

ACTING IN EXPLORATION MODE

Zemir Detects Magic or uses magic and skills to investigate oddities or overcome obstacles.

Anchor Benefit: When Zemir comes within 10 feet of an illusion or hologram that can be disbelieved, the GM rolls a secret check for him to disbelieve it, even if he didn't spend an action to Interact with the illusion or hologram.

SPILLS

Zemir knows the following spells with spell attack +11 and spell DC 21.

Anchoring Spells

You become more familiar with magic you practice regularly, drawing on those spells as another anchor to reality. When you are inside or adjacent to your quantum field and cast a signature spell, the spell gains the anchoring trait.

Signature Spells

You've learned to cast some of your spells more flexibly. 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.

Zemir's signature spells are *grim tendrils*, *caustic conversion*, and *flashfire*.

Cantrips

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

ELDRITCH LANCE

CANTRIP 3

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.

Detect Magic

CANTRIP 3

CANTRIP | CONCENTRATE | 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.

FIGMENT ◀▶

CANTRIP 3

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.

INJURY ECHO ◀▶

CANTRIP 3

CANTRIP | CONCENTRATE | MANIPULATE

Range 30 feet; **Targets** 1 creature

Defense basic Will

You manifest an injury from the future or past to harm a creature in the present. Choose bludgeoning, piercing, or slashing damage. The target takes 2d6 of the selected damage type with a basic Will save. If the target fails its save and then takes the same type of damage before the end of your next turn, it takes an additional 2d4 persistent bleed damage.

LIGHT

CANTRIP 3

CANTRIP | CONCENTRATE | LIGHT | MANIPULATE

Range 120 feet

Duration until your next daily preparations

You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four light spells active, you must choose one of the existing spells to end.

Focus Spells

If his quantum field is active, Zemir can use 1 Focus Point to cast *warp terrain*. He must Refocus before casting this spell again.

WARP TERRAIN ◀▶

FOCUS 3

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPED

You materialize terrain features from another reality over the effect of your quantum field. Choose one of the following effects, which lasts as long as your quantum field remains active, until you cast *warp terrain* again, or you dismiss this spell.

- You cause the area of your quantum field to become difficult terrain. You determine the appearance of the warped terrain. You and your allies can move through warped terrain normally and can Take Cover using its features.
- You suppress terrain in your field, turning any existing difficult or greater difficult terrain in your quantum field to become normal terrain. This does not apply to effects that cause a creature to count squares as difficult terrain (such as a solarian's graviton-attunement attacks).

If you're attempting to suppress terrain created by a spell or other magical effect, you must successfully counteract the effect.

- You can choose to have the quantum field fill with fog, smoke, or another phenomenon that obscures vision. This functions as mist.

1st-rank Spells

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

FORCE BARRAGE ◀▶ TO ◀▶▶

SPELL 1

CONCENTRATE | FORCE | MANIPULATE

Range 120 feet; **Targets** 1 creature

You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals $1d4+1$ force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

GRIM TENDRILS ◀▶

SPELL 1

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.

Heightened (+1) The void damage increases by $2d4$, and the persistent bleed damage increases by 1.

JUMP ◀▶

SPELL 1

MANIPULATE | MOVE

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

SHIFTING SURGE ◀▶

SPELL 1

CONCENTRATE | MANIPULATE

Range touch; **Targets** one weapon that deals acid, cold, electricity, fire, or sonic damage

Duration 1 minute or until discharged

You release a surge of magical energy that temporarily changes the type of damage dealt by a target weapon. The next Strike the weapon makes deals your choice of acid, cold, electricity, fire, or sonic damage, and deals an additional $1d6$ extra damage of the same type as the weapon's normal damage.

2nd-rank Spells

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

CAUSTIC CONVERSION ◀▶

SPELL 2

ACID | ATTACK | CONCENTRATE | MANIPULATE

Range 120 feet; **Targets** 1 creature

Defense AC

You launch a torrent of magical nanites that begin dissolving your target. Make a ranged spell attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

RESIST ENERGY

CONCENTRATE | MANIPULATE

Range touch; **Targets** 1 creature

Duration 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

SOUL SURGE

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.

VERDANT CODE

CONCENTRATE | MANIPULATE | PLANT | WOOD

Range 30 feet; **Targets** 1 computer

Defense Reflex; **Duration** 1 minute

You cause flowering vines or other plant matter to grow from a computer or unattended other device. Plant matter explodes from the target device, filling all squares within a 20-foot radius. Each round a creature starts its turn in the area, it takes 2d6 piercing damage and must attempt a Reflex save. The growth also covers the device, requiring a successful DC 5 flat check for non-remote access for the spell's duration.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and is immobilized for 1 round.

3rd-rank Spells

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

FLASHFIRE

CONCENTRATE | FIRE | MANIPULATE

Range 120 feet; **Targets** 10-foot burst

Defense basic reflex; **Duration** sustained up to 1 minute

You cause fires to ignite and spread. This deals 3d6 fire damage to each creature that's in the area when the spell is cast or that ends its turn in the area (basic Reflex save). A creature who critically fails its saving throw also takes 4 persistent fire damage. The area is hazardous terrain. A creature who moves on the ground through the area takes 4 fire damage for every square of that area it moves into. Everything on each side of the flashfire is concealed from creatures on the opposite side. Each time you sustain this spell, the radius of the fire increases by 5 feet.

Heightened (+1) The fire damage increases by 1d6. The persistent damage increases by 1, and the hazardous terrain damage increases by 1.

SPELL 2

HASTE

CONCENTRATE | MANIPULATE

Range 30 feet; **Targets** 1 creature

Duration 1 minute

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

VOID WHISPERS

AUDITORY | CONCENTRATE | INCAPACITATION | LINGUISTIC | MANIPULATE | MENTAL

Range 30 feet; **Targets** 1 creature

Defense Will

Duration varies

The target hears dark mysteries from beyond the stars that disorient its mind. The target attempts a Will save.

Critical Success The creature is unaffected.

Success The target hears the strange whispers, becoming stupefied 1 for one round.

Failure The target begins to wander aimlessly, using each action to Step once per round. When it moves, the target takes the safest route and doesn't enter hazardous terrain. The spell has a duration of 1 minute, or until the target is attacked or otherwise directly threatened in any way.

Critical Failure As failure, except the target babbles incoherently. Any creature that begins its turn within 20 feet of the target must attempt a Will saving throw as if it were targeted by this spell. On a failure, it becomes confused for 1 round and immune to this spell for 24 hours. This is an incapacitation effect.

SPELL 2

EQUIPMENT

Zemir wears commercial second skin (with an auto-CPR unit and comm unit installed). He carries a commercial medpatch, commercial hypopen, and spell gems. He's got a credstick with 80 credits.

AUTO-CPR UNIT

TECH

Usage installed in armor; **Bulk** L

This device monitors your vital signs, including blood pressure, heart rate, respiration, and temperature. When one or more of these vital signs falls 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 wearing this armor, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

BATTLEGLOVE

These durable gloves fit over a wielder's hands (or other appendage) and conceal weighted plates or spikes over the knuckles (or equivalent area). While battlegloves are classified as weapons, fashionable versions easily blend in at most venues, blurring the line between accessory and armament. Agile, analog, free-hand. Brawling weapon group.

Agile: The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Free-Hand: This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

SPELL 3

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).

CONTAINER, ORDINARY

Containers come in a variety of styles, such as backpacks, duffels, briefcases, and handbags. A container holds up to 4 Bulk of items. If you're carrying or stowing the container rather than wearing it on your person, its bulk is light instead of negligible.

HACKING TOOLKIT

A hacking toolkit is required for Computers checks to Hack computers. You can use a hacking toolkit to access a computer without using a user interface, but this requires physical contact with the computer, or contact via an infosphere or similar linked network.

HYPOPEN

CONSUMABLE | NANITE | TECH

Usage held in 1 hand; **Bulk L**

Hypopens contain specialized nanites that heal many sorts of mental and physical energies or temporarily boost the body's performance. Different types have different effects.

Activate—Inject ♦ (manipulate) Remove the fatigued or paralyzed condition or decrease the value of the clumsy or sickened condition by 1.

INFILTRATOR'S TOOLKIT

You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

MEDPATCH

CONSUMABLE | HEALING | TECH

Usage held in 1 hand; **Bulk L**

Medpatches accelerate the body's natural healing processes and immune system.

Activate—Apply ♦ (manipulate) You regain $3d6+6$ Hit Points and gain a +1 item bonus to saving throws against disease and poisons for 10 minutes.

SEMI-AUTO PISTOL

Zemir's sidearm is a pistol that deals piercing damage. It has a range increment of 60 feet. Its magazine contains 5 projectile ammunition and expends 1 ammunition per Strike.

Spell Gems

Zemir carries the following spell gems: *invisibility* (2nd), *personal gravity* (3rd) and *translate* (3rd).

SPELL GEMS

These latticed gemstones are suspended in silicon casing and encoded with the magical script necessary to cast a single, specific spell. Casting a spell from a spell gem requires holding the gem in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell in a spell gem can be cast only once, and the spell gem is destroyed as part of the casting. Spell gems cannot contain cantrips or rituals. The traits for this item vary based on the spell it contains.

Activate Cast a Spell; **Effect** You cast the spell at the indicated rank.

INVISIBILITY

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.

PERSONAL GRAVITY

CONCENTRATE | GRAVITY | MANIPULATE

Duration 1 hour

You alter gravity's effects on you. You treat gravity as if it were your choice of one step higher or lower (for example, if you were in an area of low gravity, you could choose either standard gravity or zero-g). While the spell is active, you reduce the distance of any forced movement that would affect you by 5 feet (minimum 0 feet), and you ignore being clumsy and untethered because of gravity effects on you. You can Dismiss the spell.

TRANSLATE

CONCENTRATE | MANIPULATE

Range 30 feet; **Targets** 1 creature

Duration 1 hour

The target can understand the meaning of a single language it is hearing or reading when you Cast the Spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

Heightened (3rd) The target can also speak the language.



Character Sheet

Ancestry

Human (Versatile)

Heritage and Traits

Human, Humanoid

Size
M

Attributes

+0 Strength
○Partial Boost

+3 Dexterity
○Partial Boost

+1 Constitution
○Partial Boost

+4 Intelligence
●Partial Boost

+1 Wisdom
○Partial Boost

+3 Charisma
○Partial Boost

Defenses

Armor Class Shield



Hardness	Max HP	BT	HP
	/		

Armor Proficiencies
Unarmored Light Medium Heavy

10 · 3 · 7 · 1
Base Dex* Prof Item

* Use armor's Dex cap if lower

Skills

Acrobatics 10
Dex Prof Item Armor

Arcana 13
Int Prof Item

Athletics 4
Str Prof Item Armor

Computers 8
Int Prof Item

Crafting 8
Int Prof Item

Deception 10
Cha Prof Item

Diplomacy 10
Cha Prof Item

Intimidation 10
Cha Prof Item

Physical Science Lore 11
Int Prof Item

Lore 4
Int Prof Item

Medicine 5
Wis Prof Item

Nature 8
Wis Prof Item

Occultism 13
Int Prof Item

Performance 7
Cha Prof Item

Piloting 7
Dex Prof Item

Religion 5
Wis Prof Item

Society 11
Int Prof Item

Stealth 10
Dex Prof Item Armor

Survival 5
Wis Prof Item

Thievery 7
Dex Prof Item Armor

Languages

Common
Brethadan
Castrovelian
Pahtra
Vesk
Ysoki

Perception

Fortitude

+8

1 · 7 ·

Con Prof Item

+12

3 · 9 ·

Dex Prof Item

+10

1 · 9 ·

Wis Prof Item

Reflex

+8

1 · 7 ·

Con Prof Item

+12

3 · 9 ·

Dex Prof Item

+10

1 · 9 ·

Wis Prof Item

+10

1 · 9 ·

Wis Prof Item

Will

+8

1 · 7 ·

Con Prof Item

+12

3 · 9 ·

Dex Prof Item

+10

1 · 9 ·

Wis Prof Item

+10

1 · 9 ·

Wis Prof Item

Speed

30 feet

Special Movement
can step into difficult terrain

Strikes

Melee Strikes

Weapon

Commercial battleglove



+7

0 · 7 · 0

Str Prof Item

1d4 B

Damage

Traits and Notes agile, analog, free-hand

Weapon



+

+

Str Prof Item

Damage

Traits and Notes

Ranged Strikes

Weapon

Advanced semi-auto pistol 60

Range (ft.)



+11

3 · 7 · 1

Dex Prof Item

5 / 1

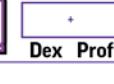
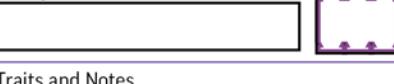
2d6 P

Mag/Exp

Damage

Traits and Notes analog, reload 1

Weapon



+

+

1

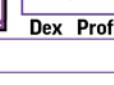
Dex Prof Item

Mag/Exp

Damage

Traits and Notes

Weapon



+

+

1

Dex Prof Item

Mag/Exp

Damage

Traits and Notes

Weapon Proficiencies

Unarmed

Simple

Martial

Advanced

Other

Critical Specializations

Class DC

21

10 · 4 · 7 ·

Base Key Prof Item

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
Zemir	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	
Grifter	Witchwarper	
Background Notes	Class Notes	
	Anomaly Paradox	

Attributes	Hit Points
	Maximum
	Current HP
	Temporary HP
	53
	Dying 0 0 0 0
	Wounded
Armor Class Shield	Resistances and Immunities
Fortitude	Conditions
Reflex	
Will	

Skills	Languages	Perception	Speed
Acrobatics 10	Common	Common	30 feet
Arcana 13	Brethadan	Common	
Athletics 4	Castrovelian	Reflex	
Computers 8	Pahtra	Will	
Crafting 8	Vesk	Fortitude	
Deception 10	Ysoki	Reflex	
Diplomacy 10		Will	
Intimidation 10		Fortitude	
Lore 11		Reflex	
Lore 4		Will	
Medicine 5		Fortitude	
Nature 8		Reflex	
Occultism 13		Will	
Performance 7		Fortitude	
Piloting 7		Reflex	
Religion 5		Will	
Society 11		Fortitude	
Stealth 10		Reflex	
Survival 5		Will	
Thievery 7		Fortitude	

Skills	Strikes	Perception	Speed
Melee Strikes	Melee Strikes	Perception	Speed
Weapon	Weapon	Perception	Speed
Commercial battleglove	Commercial battleglove	Common	30 feet
+7	0 · 7 · 0	Common	
Str Prof Item	Dex Prof Item	Brethadan	
1d4 B	1d4 B	Castrovelian	
		Pahtra	
		Vesk	
		Ysoki	

Melee Strikes	Ranged Strikes	Perception	Speed
Weapon	Weapon	Perception	Speed
Commercial battleglove	Advanced semi-auto pistol 60	Common	30 feet
+7	3 · 7 · 1	Common	
Str Prof Item	Dex Prof Item	Brethadan	
1d4 B	5 / 1	Castrovelian	
		Pahtra	
		Vesk	
		Ysoki	

Ranged Strikes	Strikes	Perception	Speed
Weapon	Weapon	Perception	Speed
Advanced semi-auto pistol 60	Commercial battleglove	Common	30 feet
+11	+7	Common	
Dex Prof Item	Str Prof Item	Brethadan	
2d6 P	1d4 B	Castrovelian	
		Pahtra	
		Vesk	
		Ysoki	

Strikes	Ranged Strikes	Strikes	Perception	Speed
Weapon	Weapon	Weapon	Perception	Speed
Commercial battleglove	Advanced semi-auto pistol 60	Commercial battleglove	Common	30 feet
+7	3 · 7 · 1	+7	Common	
Str Prof Item	Dex Prof Item	Str Prof Item	Brethadan	
1d4 B	5 / 1	1d4 B	Castrovelian	
			Pahtra	
			Vesk	
			Ysoki	

Strikes	Ranged Strikes	Strikes	Perception	Speed
Weapon	Weapon	Weapon	Perception	Speed
Commercial battleglove	Advanced semi-auto pistol 60	Commercial battleglove	Common	30 feet
+11	3 · 7 · 1	+7	Common	
Dex Prof Item	Str Prof Item	Str Prof Item	Brethadan	
2d6 P	1d4 B	1d4 B	Castrovelian	
			Pahtra	
			Vesk	
			Ysoki	

Ancestry and General Feats — Class Abilities

Level 1	Ancestry and Heritage Abilities Versatile (Feather Step)	Class Feats and Features Anchor (tangible object) Paradox (anomaly) Quantum Field Spell Repertoire Touch Something Real Warp Reality Warp Spells (warp terrain) Witchwarper Spellcasting
2	Skill Feat Assurance (Arcana)	Class Feat Warp Wounds
3	General Feat Fleet	Class Feature Signature Spells, Anchor Spellcasting
4	Skill Feat Automatic Knowledge (Arcana)	Class Feat Quantum Recycle
5	Ancestry Feat Clever Improviser	Boosts
6	Skill Feat	Class Feature
7	General Feat	Class Feature
8	Skill Feat	Class Feature
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts
11	General Feat	Class Feature
12	Skill Feat	Class Feature
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feature
15	General Feat	Boosts
16	Skill Feat	Class Feature
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feature
19	General Feat	Class Feature
20	Skill Feat	Boosts

Inventory —

Held Items	Bulk	
hacking toolkit	L	
infiltrator's toolkit	L	
Consumables	Bulk	
Spell Gem of invisibility (2nd)	L	
Spell Gem of personal Gravity (3rd)	L	
Spell Gem of translate (3rd)	L	
Tactical hypopen (2)	L	
Tactical medpatch	L	
Worn Items	Invested	Bulk
auto-CPR Unit	—	L
commercial tempweave	—	I
comm unit	—	L
ordinary container	—	I
Weapons	Mag	Bulk
commercial battleglove	—	I
advanced semi-auto pistol	—	L
projectile ammunition (10)		
Bulk	Light Items 10 light Bulk items = 1 Bulk	
 3	Encumbered Bulk 5 + Str	
Maximum Bulk 10 + Str		
Maximum Invested 10		
Valuables	Price	Bulk
Wealth Credits	UPB (Universal Polymer Base)	
	80	

Magical Tradition



Prepared Caster
 Spontaneous Caster

Spell Statistics



Spell Attack

Spell DC

21

10 + 4 + 7

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	
Injury echo	2	
Light	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
Warp terrain	1

Innate Spells

Name	Actions	Freq

Spell Slots

Spells per Day

4

4

3

Spell Rank

1

2

3

4

5

6

Spells Remaining

Spells

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Signature spells (denoted by *)							
Force barrage	1-3	1					
Grim tendrils*	2	1-3					
Jump	1	1					
Shifting surge	2	1					
Caustic conversion*	2	2					
Resist energy	2	2					
Soul surge	2	2					
Verdant code	2	2					
Flashfire*	3	3					
Haste	2	3					
Void whispers	2	3					

Rituals

Name	Rank	Cost	Name	Rank	Cost