

brobstigon

Character Name

Mystic (Phrenic Adept) 1

CLASS

1 (1/2)

Character Level (CR)

0 / 1300

Player Name

Human / Humanoid

RACE

30

GENDER

Male

Desna

None

Deity

Region

Medium / 5'

0' 0" / 0 lbs.

SIZE / FACE

HEIGHT / WEIGHT

Chaotic Good

Alignment

Normal

VISION

10

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

DEX

Dexterity

11

+0

11

+0

CON

Constitution

12

+1

12

+1

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

13

+1

13

+1

CHA

Charisma

13

+1

13

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+1

=

+0

+

+0

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+0

+

+0

+

+1

+

+0

+

HP

Hit Points

10

WOUNDS/CURRENT HP

10

BASE

10

STAT

0

ARMOR

1

MISC

0

SUBDUAL DAMAGE

0

SP

Stamina Points

7

DAMAGE REDUCTION

0

SPEED

Walk 30'

EAC

energy armor class

11

=

10

+

0

+

1

+

0

KAC

kinetic armor class

12

=

10

+

0

+

2

+

0

Resolve Points

2

INITIATIVE

modifier

+0

=

+0

+

+0

MISS CHANCE

0

Arcane Spell Failure

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

SONIC RESIST

0

Encumbrance

Light

MELEE

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

0

TEMP

RANGED

attack bonus

+0

=

+0

+

+0

+

+0

+

+0

+

0

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+1

DAMAGE

1d3+1

CRITICAL

-

REACH

5'

Special Properties:

*Baton, tactical

HAND

Primary

TYPE

SIZE

M

CRITICAL

-

REACH

5'

TOTAL ATTACK BONUS

+1

DAMAGE

1d4+1

Special Properties: Analog.operative

*Laser pistol, azimuth

HAND

Off-hand

TYPE

SIZE

M

CRITICAL

Burn 1d4

REACH

5'

Range: 30'

To Hit: +0

Damage: 1d4

TH

+0

-2

-4

-6

-8

Dam

1d4

1d4

1d4

1d4

1d4

TH

-10

-12

-14

-16

-18

Dam

1d4

1d4

1d4

1d4

1d4

Special Properties: -

*: 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

*Second Skin

+5

+0

0

EAC = 1, KAC = 2

TOTAL SKILLPOINTS: 8			SKILLS			MAX RANKS: 1		
SKILL NAME			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	0	=	0			
✓	Athletics	STR	1	=	1			
✓	Bluff	CHA	1	=	1			
	Culture	INT	6	=	1 + 1 + 4			
✓	Diplomacy	CHA	5	=	1 + 1 + 3			
✓	Disguise	CHA	1	=	1			
✓	Intimidate	CHA	1	=	1			
	Life Science	INT	5	=	1 + 1 + 3			
	Medicine	INT	5	=	1 + 1 + 3			
	Mysticism	WIS	5	=	1 + 1 + 3			
✓	Perception	WIS	5	=	1 + 1 + 3			
✓	Piloting	DEX	0	=	0			
	Profession (Herbalist)	WIS	6	=	1 + 1 + 4			
✓	Sense Motive	WIS	1	=	1			
✓	Stealth	DEX	0	=	0			
✓	Survival	WIS	5	=	1 + 1 + 3			
					=	+	+	
					=	+	+	
✓: can be used untrained. x: exclusive skills. *: Skill Mastery.								

EQUIPMENT			
ITEM	LOCATION	QTY	BULK / COST
Baton, tactical	Equipped	1	0.1 / 90
Analog.operativeBulk: L, Critical: -, Level: 1			
Laser pistol, azimuth	Equipped	1	0.1 / 350
-Bulk: L, Capacity: 20 charges, Critical: Burn 1d4, Level: 1, Usage: 1			
Clothing (Everyday)	Equipped	1	0.1 / 1
Bulk: L, Level: 1			
Second Skin	Equipped	1	0.1 / 250
EAC = 1, KAC = 2BULK: L, Level: 1			
TOTAL BULK CARRIED/VALUE		0.4 lbs.	691 cr

WEIGHT ALLOWANCE			
Unencumbered	6	Encumbered	12
		Overburdened	13

FUNDS	
Total=	0 cr [Unspent Funds = 309 cr]

MAGIC	
Languages	
Common, Eoxian, Kasatha, Ysoki	

Other Companions	
------------------	--

Archetypes	
Phrenic Adept	[Paizo - Starfinder Core Rulebook, P.128]
Phrenic adepts are able to draw on psychic abilities to a much greater extent than most psychic races such as lashuntas and shirrens, but their abilities lack the full depth and breadth of a spellcaster's power. They thus use their supernatural talents to augment other options rather than drawing on them as their primary source of power.	

Racial Traits	
SIZE AND TYPE	[Paizo - Starfinder Core Rulebook, p.44]
Humans are Medium humanoids and have the human subtype.	
BONUS FEAT	[Paizo - Starfinder Core Rulebook, p.44]
Humans select one extra feat at 1st level.	
SKILLED	[Paizo - Starfinder Core Rulebook, p.44]
Humans gain an additional skill rank at 1st level and each level thereafter.	

Theme	
Icon	[Paizo - Starfinder Core Rulebook, p.31]
Thanks to interstellar transmissions and Drift travel, the galaxy is smaller than ever, and this connectivity has facilitated your ascension to celebrity status. You might be a famous performer or a celebrated scientist, but either way, you get recognized on the Pact Worlds and in associated systems. Your reason for traveling to unknown worlds might be to further spread your acclaim or to escape the limelight.	
THEME KNOWLEDGE	[Paizo - Starfinder Core Rulebook, p.31]
Choose a Profession skill. You are hooked deeply into the culture of your iconic profession. When attempting a Profession or Culture check to recall knowledge about other icons of your profession or details about your profession's cultural aspects, increase the DC by 5. You gain a +1 bonus to checks with your chosen Profession skill. Culture also becomes 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 Culture checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.	

Class Features	
Connection	[Paizo - Starfinder Core Rulebook, p.83]
You have a mysterious connection with some force that grants you magical powers. The exact nature of your connection can vary widely, and even mystics who share the same connection may interpret it differently. You must pick one connection upon taking your first level of mystic-once made, this choice can't be changed. Connections you can choose from begin on page 85. Many mystics serve as priests of various gods, and while you can theoretically choose any type of connection with any entity or concept, deities rarely grant connections that don't fit within their ethos (for example, Weydan, the god of freedom, is unlikely to look kindly on overlords). As such, each connection lists the deities and philosophies commonly associated with it.	
Connection Power	[Paizo - Starfinder Core Rulebook, p.83]
At 1st level, 3rd level, and every 3 levels thereafter, you gain a connection power unique to your connection. If a connection power allows a saving throw to resist its effects, the DC is equal to 10 + half your mystic level + your Wisdom modifier. If the power requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 x your mystic level + your Wisdom modifier.	
Connection Spell	[Paizo - Starfinder Core Rulebook, p.83]

Your connection grants you additional spells known, one for each level of mystic spell you can cast, starting at 1st level and at any level when you normally gain access to a new spell level. These spells are in addition to the spells known listed on Table 4-6: Mystic Spells Known. These spells can't be exchanged for different spells at higher levels (except in specific cases; see below). The spell level of each spell is listed in your connection's entry. If your connection lists a single variable-level spell (see page 330) for all spell levels at the start of its spells entry, you gain that variable-level spell when you first get your connection spell for each level. The next time you gain a connection spell, add the next higher level of the variable-level spell to your list of spells known. You immediately lose the lower-level version of that variable-level spell and replace it with the listed connection spell for that lower level.

Healing Channel (Su)	[Paizo - Starfinder Core Rulebook, p.86]
----------------------	--

You can heal yourself and your allies. You can spend 1 Resolve Point to channel this energy. Healing yourself with channeled energy is a move action, healing an ally you touch is a standard action, and healing all allies within 30 feet is a full action. This energy restores 2d8 Hit Points and increases by 2d8 at 3rd level and every 3 levels thereafter.

Healing Touch (Su)	[Paizo - Starfinder Core Rulebook, p.84]
--------------------	--

Once per day, you can spend 10 minutes to magically heal an ally up to 5 Hit Points per mystic level.

Lose Feat	[Paizo - Starfinder Core Rulebook]
-----------	------------------------------------

You chose to lose a Feat as part of your Archetype.

Feats	
Diehard	[Paizo - Starfinder Core Rulebook, p.156]
You are especially hard to kill. Your wounds quickly stabilize when you're grievously wounded.	
When you are dying, you can spend the required Resolve Points to stabilize and 1 Resolve Point to stay in the fight (regaining 1 Hit Point) in the same round.	
Normal: You must use Resolve Points to stabilize and to stay in the fight in separate rounds.	
Harm Undead	[Paizo - Starfinder Core Rulebook, p.157]
You can use your healing channel to harm undead.	
When you use your healing channel, you can expend a mystic spell slot of the highest level you can cast to also deal damage equal to the amount you heal to all undead foes in the area. The undead can attempt a Will save for half damage, at your usual connection power DC.	

Proficiencies	
Armor Prof ~ Light Armor	
Weapon Prof ~ Basic Melee Weapons	
Weapon Prof ~ Small Arms	

Mystic Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	4	2	—	—	—	—	—
PER DAY	at will	3	—	—	—	—	—
Concentration	+2						

LEVEL 0 / Per Day:0 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes	60 ft.	SCR:p.348
TARGET: Cone-shaped emanation; EFFECT: Detect spells and magic items within 60 feet. [SR:No]					
□□□□ Psychokinetic Hand	Transmutation	1 standard action	Concentration	Close (25')	SCR:p.370
TARGET: One unattended object of no more than 10 lbs. or 1 bulk; EFFECT: Telekinetically move an object of 1 bulk or less. [SR:No]					
□□□□ Stabilize	Conjuration [Healing]	1 standard action	Instantaneous	Close (25')	SCR:p.378
TARGET: One living creature; EFFECT: Cause a dying creature to stabilize. [SR:Yes (harmless); DC:11, Will negates (harmless)]					
□□□□ Telekinetic Projectile	Evocation	1 standard action	Instantaneous	Close (25')	SCR:p.380
TARGET: One object and one creature; EFFECT: Telekinetically hurl an object, dealing 1d6 damage to the target and object. [SR:No]					

LEVEL 1 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□ Mind Thrust	Divination [Mind-Affecting]	1 standard action	Instantaneous	Close (25')	SCR:p.365
TARGET: One creature; EFFECT: Mentally deal 2d10 damage to one target. [SR:Yes; DC:12, Will half]					
□□□□ Mystic Cure	Conjuration [Healing]	1 standard action	Instantaneous	Touch	SCR:p.367
TARGET: One living creature; EFFECT: Restore 1d8 + your Wisdom modifier Hit Points to a living creature. [SR:Yes (harmless); DC:12, Will half (harmless)]					

* =Domain/Specialty Spell

brobstigon

RACE	Human
AGE	30
AGE	
GENDER	Male
VISION	
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Desna
Race Type	Humanoid

Race Sub Type

Description:
Biography: