



CHARACTER

NAME Luna Lovegood

CLASS/LEVEL Technomancer 6

RACE Damaya Lashunta

THEME Mercenary

SIZE Medium

SPEED 30 ft.

GENDER Unspecified

HOME WORLD Castrovel

ALIGNMENT Neutral Good

DEITY

PLAYER

ABILITY SCORES

	Score	Upgraded Score	Modifier
STR Strength	13	13	+1
DEX Dexterity	14	14	+2
CON Constitution	12	12	+1
INT Intelligence	16	16	+3
WIS Wisdom	12	12	+1
CHA Charisma	14	14	+2

INITIATIVE

Total	Dex Modifier	Misc Modifier
+2	= +2	+0

STAMINA, HIT POINTS, RESOLVE

	Stamina	Hit Points	Resolve Points
Total	36	34	6
Current			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EACENERGY ARMOR CLASS	16 =10+	+4	+2	+0
KACKINETIC ARMOR CLASS	16 =10+	+4	+2	+0
KAC+8AC VS. COMBAT MANEUVERS	24 =18+	+4	+2	+0

SAVING THROWS

	TOTAL	BASE SAVE	Ability Mod	Misc Mod
Fort (Con)	+4 =	+2	+1	+1
Ref (Dex)	+6 =	+2	+2	+2
Will (Wis)	+6 =	+5	+1	+0

DAMAGE RES.

4/-

ENERGY RES.

(empty)

SKILLS					
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC
<input type="checkbox"/> ACROBATICS* (DEX)	+5 =	3	-	+2	+0
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+8 =	4	+3	+1	+0
<input type="checkbox"/> BLUFF (CHA)	+6 =	4	-	+2	+0
<input checked="" type="checkbox"/> COMPUTERS (INT)	+9 =	1	+3	+3	+2
<input type="checkbox"/> DIPLOMACY (CHA)	+7 =	5	-	+2	+0
<input type="checkbox"/> DISGUISE (CHA)	+5 =	3	-	+2	+0
<input checked="" type="checkbox"/> ENGINEERING (INT)	+5 =	1	+3	+3	-2
<input type="checkbox"/> INTIMIDATE (CHA)	+2 =	0	-	+2	+0
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	+9 =	1	+3	+3	+2
<input checked="" type="checkbox"/> MYSTICISM (WIS)	+12 =	4	+3	+1	+4
<input type="checkbox"/> PERCEPTION (WIS)	+4 =	3	-	+1	+0
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)	+8 =	2	+3	+3	+0
<input checked="" type="checkbox"/> PILOTING (DEX)	+2 =	0	-	+2	+0
<input type="checkbox"/> SENSE MOTIVE (WIS)	+1 =	0	-	+1	+0
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	+7 =	2	+3	+2	+0
<input type="checkbox"/> STEALTH* (DEX)	+5 =	3	-	+2	+0
<input type="checkbox"/> SURVIVAL (WIS)	+2 =	1	-	+1	+0

† Trained only Class skill * Armor check penalty applies

MOVEMENT SPEEDS
Speed 30 ft.

ATTACK BONUSES				
	Total	BAB	Ability Mod	Misc Mod
Attack Bonus	+4 =	+4	+0	+0
Melee Attack	+5 =	+4	+1 (Str)	+0
Ranged Attack	+6 =	+4	+2 (Dex)	+0
Thrown Attack	+5 =	+4	+1 (Str)	+0
Combat Maneuver Bonus	+5 =	+4	+1 (Str)	+0

WEAPONS	
Dueling sword, tactical	
LEVEL 2	RANGE —
ATTACK BONUS +5	TYPE Melee
DAMAGE 1d6+7 S	SPECIAL Analog
CRITICAL —	
Laser pistol, aphelion	
LEVEL 9	RANGE 90 ft.
ATTACK BONUS +6	TYPE Ranged
DAMAGE 3d4+3 F	AMMO [USAGE] 40 [2]
CRITICAL Burn 1d4	SPECIAL Boost 1d4
Semi-auto pistol, tactical	
LEVEL 1	RANGE 30 ft.
ATTACK BONUS +6	TYPE Ranged
DAMAGE 1d6+3 P	AMMO [USAGE] 9 [1]
CRITICAL —	SPECIAL Analog
Unarmed strike	
LEVEL 0	RANGE —
ATTACK BONUS +5	TYPE Melee
DAMAGE 1d3+2 B nonlethal	SPECIAL Archaic, nonlethal
CRITICAL —	

EQUIPMENT		
NAME	LEVEL	BULK
Dueling sword, tactical	2	L
Laser pistol, aphelion	9	L
Lashunta tempweave, basic	4	L
Ring of resistance, mk 1 (Fortitude Save)	2	-
Semi-auto pistol, tactical	1	0
Unarmed strike	0	
0 credits		
0 UPB		0/14 bulk

CARRYING CAPACITY	
Encumbered	Overburdened
7 bulk	14 bulk

OTHER

SPELLS		
Technomancer Spells		
LEVEL	SPELLS KNOWN	SPELLS PER DAY
1st		
2nd	4	4
3rd	0	0
4th	0	0
5th	0	0
6th	0	0
0		
Daze		Unlimited Usage
Detect Magic		Unlimited Usage
Energy Ray		Unlimited Usage
Mending		Unlimited Usage
Telepathic Message		Unlimited Usage
Transfer Charge		Unlimited Usage
1		
Flight		5 Lvl 1 spells left
Jolting Surge		5 Lvl 1 spells left
Magic Missile		5 Lvl 1 spells left
Summon Creature		5 Lvl 1 spells left
2		
Caustic Conversion		4 Lvl 2 spells left
Inject Nanobots		4 Lvl 2 spells left
Invisibility		4 Lvl 2 spells left
Mirror Image		4 Lvl 2 spells left

SPELL-LIKE ABILITIES	
∅	
Daze (At-Will)	At-Will
Psychokinetic Hand (At-Will)	At-Will
1	
Detect Thoughts (1 /day)	1/day

Weapon Proficiencies
Basic Melee Weapons, Small Arms

Armor Proficiencies
Light Armor

Feats
Combat Casting, Enhanced Resistance (Kinetic), Lightning Reflexes, Spell Focus

Abilities
Cache Capacitor (1 slots) (Su) When regaining spells, cast spell from limited list into spell cache to affect self for 24 hrs.
Combat Casting When casting spells gain +2 to AC and saves vs. attacks of opportunity or actions readied against your spellcasting.
Countertech (Su) As a reaction when hit by tech direct weapon attack in medium range, use spell slots to halve damage with CL check (...)
Limited Telepathy (30 ft.) Can communicate mentally with any creature in range that it shares a language with.
Spell Cache (1 /day) (Su) Activate to cast any one spell known for free.
Spell Grenade (Sp) Use 1 resolve to store touch range spell in grenade. If thrown in next rd, touch affects one target in blast.
Theme Knowledge (Ex) -5 DC for Culture/Profession checks related to knowledge of militaries.

LANGUAGES	
Castrovelian	Verbal
Common	Verbal
Kasatha	Verbal

EXPERIENCE POINTS	
XP EARNED	NEXT LEVEL
22,999/23,000 XP	Next level: 7 (1 XP to go)
GAINED:	

NOTES
