

Groot

NG Khizar guard^{com} soldier (battleflower) 5

Deity: **Oras**; Age: **60**; Height: **6' 6"**; Weight: **200 lb.**
Speed: **30 ft.**, Languages: **Castrovelian, Common**

Hit Points	Stamina	Resolve
41	55	5

Str	Dex	Con	Int	Wis	Cha
+3	+1	+4	+0	+2	+0

17 Str
 12 Dex
 18 Con
 10 Int
 14 Wis
 10 Cha

<input type="checkbox"/>	INITIATIVE	+1	= +1 Dex +0 Misc
<input type="checkbox"/>	FORTITUDE	+10*	= +4 Base +4 Con +2 Misc
<input type="checkbox"/>	REFLEX	+2	= +1 Base +1 Dex +0 Misc
<input type="checkbox"/>	WILL	+6	= +4 Base +2 Wis +0 Misc
<input type="checkbox"/>	EAC	12	= +1 Armor +1 Dex +0 Misc
<input type="checkbox"/>	KAC	13	= +2 Armor +1 Dex +0 Misc
<input type="checkbox"/>	KAC+8	21	= +2 Armor +1 Dex +0 Misc

Defenses

Damage Reduction: 1/—

All Saves (Evergreen): +2 racial bonus vs. mind-affecting effects, paralysis, poison, sleep effects, and stunning (unless the effect targets plants)

Fortitude Save (Level 1 armor (Second skin)): Immune to low-level radiation

Fortitude Save (Level 1 armor (Second skin)): +4 circumstance bonus to save vs. radiation exposure (but not to cure radiation sickness)

Fortitude Save (Able Guardian): +4 insight bonus vs. sleep deprivation

Second skin

EAC: +1, KAC: +2, Max Dex: +5, Armor Check: -, Speed: -

Sonic pistol, thunderstrike

Ranged (40 ft.): **+6** or Full: **+2/+2 (1d8+2 So; Crit deafen (DC 13))**
Special:

Staff, battle

Melee: **+8** or Full: **+4/+4 (1d4+9 B; Crit knockdown)**
Special: block, analog

Taclash, standard

Melee: **+8** or Full: **+4/+4 (1d4+9 S nonlethal; Crit)**
Special: disarm, reach, nonlethal, analog, trip

Special Abilities

Blindsense (vibration, 30 feet) (Ex)
Sense things and creatures with a sense other than sight.

Blindsight (life, 30 feet) (Ex)
Sense things and creatures without seeing them.

Carbonic Respiration (Ex)
Breathes in carbon dioxide and exhales oxygen.

Evergreen
Count as both base type and plants (whichever worse). +2 to save vs. mind-affecting effects, paralysis, poison, sleep, and stunning unless would affect plant.

Limited Telepathy (30 ft.)
Can communicate mentally with any creature in range that it shares a language with.



Skills

<input type="checkbox"/>	+6	Acrobatics Dex, 2r
<input type="checkbox"/>	+8	Athletics Str, 2r
<input type="checkbox"/>	+0	Bluff Cha
<input type="checkbox"/>	+0	Diplomacy Cha
<input type="checkbox"/>	+0	Disguise Cha
<input type="checkbox"/>	+3	Engineering Int, 2r
<input type="checkbox"/>	+5	Intimidate Cha, 2r
<input type="checkbox"/>	+4	Life Science Int, 2r
<input type="checkbox"/>	+7	Perception Wis, 2r
<input type="checkbox"/>	+1	Piloting Dex
<input type="checkbox"/>	+6	Profession (dancer) Cha, 3r
<input type="checkbox"/>	+2*	Sense Motive Wis
<input type="checkbox"/>	+2	Sleight of Hand Dex, 1r
<input type="checkbox"/>	+2	Stealth Dex, 1r
<input type="checkbox"/>	+10	Survival Wis, 3r

Skill Modifiers

Medicine (Able Guardian): Perform first aid as a move action

Sense Motive (Able Guardian): Perform sense mental effect as a full action

Special Abilities

Natural Empathy

Can use limited telepathy to communicate with non-mindless plant creatures.

Quick Backup (1 until you regain Stamina Points) (Ex)

Full action, you can move up to twice your speed and make one attack vs. creature threatening an ally.

Theme Knowledge (Strength) (Ex)

-5 DC for Engineering and Mysticism to identify security systems, surveillance equipment, and traps.

Feats

Barricade [Combat Feat] [Combat Feats]

As a move action, adjacent square increases cover one step (none -> partial -> normal) in one direction, as long as sufficient materials are present. Collapses 1d4 rds after barrier or those it covers are struck.

Close Combat [Combat Feat] [Battleflower Training]

On melee hit vs. adj foe, gain +2 AC vs. non-adjacent foes until next turn.

Coordinated Shot [Combat Feat] [Coordinated Aim]

When threaten a foe with a melee weapon, allies gain +1 to ranged attacks vs. that foe as long as you are not granting the foe cover.

Feats

Great Fortitude

+2 bonus to Fortitude saves.

Improved Great Fortitude

Spend 1 Resolve when fail Fortitude save to reroll.

Solid Stance (1/combat) [Combat Feat]

Nonmagic effects causing unwilling movement move 5 ft less. Activate as reaction to negate effect that would knock you prone.

Tracked Resources

Battery (Sonic pistol, thunderstrike)

Quick Backup (1 until you regain Stamina Points) (Ex)

Solid Stance (1/combat) [Combat Feat]

Augmentations

Dermal plating, mk 1

You line your skin with hardened composite plates that deflect physical attacks.

You gain an amount of damage reduction that depends on the model of your dermal plating. If you have natural damage reduction equal to or greater than your

Experience & Wealth

Experience Points: **10,000** (6th @ 15,000)

Current Cash: **430 credits**

Groot – Abilities & Gear

Barricade [Combat Feat]

(Class, Combat Feats, Feat, Soldier)

Move

You are adept at creating quick, temporary cover.

- **Prerequisites:** Engineering 1 rank.
- **Benefit:** As a move action, you can stack and reinforce objects that are too small or too fragile to provide cover into a single square of adjacent cover. The GM has discretion over whether enough such objects are nearby to allow you to use this ability, but most urban and wilderness settings not specifically described as empty or barren have enough such material to allow at least one such temporary barricade to be built. The barricade grants partial cover against attacks with line of effect that pass through it. If the barricade is in a square that already granted partial cover, it instead grants normal cover. For more information about cover, see page 253.

The barricade is temporary and not particularly durable. When determining its hardness and Hit Points, treat it as a piece of equipment with an item level equal to half your total ranks in Engineering (minimum 1st level). Additionally, once it or a creature adjacent to it is hit by an attack, the barricade collapses at the beginning of your turn in 1d4 rounds (unless the barricade is destroyed completely by the attack). There isn't normally enough material for you to build a second barricade in exactly the same space unless you are in a particularly crowded area (as determined by the GM).

Close Combat [Combat Feat]

(Battleflower Training, Class, Feat, Soldier)

Free

When you are attacking a foe in melee, you know how to maneuver to make it more difficult for other foes to target you.

- **Prerequisite:** Base attack bonus +1.
- **Benefit:** When you hit an adjacent foe with a melee attack, as long as you are adjacent to that target, you gain a +2 circumstance bonus to your AC against attacks from other creatures that are not adjacent to you until the beginning of your next turn.

Appears In: Pact Worlds

Coordinated Shot [Combat Feat]

(Class, Coordinated Aim ability, Feat, Soldier)

No action

You can maneuver a foe to be in the direct line of an ally's fire.

- **Prerequisites:** Base attack bonus +1.
- **Benefit:** When you are threatening a foe with a melee weapon, any ally that has line of sight to that foe without you granting that foe cover gains a +1 bonus to ranged attack rolls against that foe.

Improved Great Fortitude (Feat)

Free

You are more resistant to diseases, poisons, and dangers.

- **Prerequisites:** Great Fortitude, character level 5th.
- **Benefit:** You can spend 1 RP to reroll a failed Fortitude save.

Solid Stance (1/combat) [Combat Feat]

(Feat)

Reaction

You are difficult to move or knock down.

- **Prerequisites:** Con 15.
- **Benefit:** Once per combat when an attack or effect would knock you prone, you can ignore that effect as a reaction. In addition, the distance that any nonmagical effect that would move you against your will is reduced by 5 feet.

Appears In: Character Operations Manual

Blindsense (vibration, 30 feet) (Ex) (Khizar, Race)

Standard

Blindsense is the ability to use an imprecise nonvisual sense (or a combination of senses; see page 260) to operate effectively without vision. Blindsense operates out to a range specified in the creature's description. A creature with blindsense typically perceives using a specific sense, which is indicated in parentheses after the blindsense entry in the creature's statistics. If the indicated sense somehow becomes unusable-say, for example, if a creature that uses sound to perceive through its blindsense becomes deaf-the creature loses access entirely to its blindsense. The typical senses through which creatures with blindsense can perceive are emotion, life, scent, sound, thought, and vibration.

If you have the blindsense special ability and succeed at a Perception check to notice an unseen creature, you become aware of the creature's location. Blindsense negates the bonuses to Stealth checks that an unseen creature would otherwise receive, but unseen creatures still have total concealment against the attacks of creatures with blindsense, and creatures with blindsense are still flat-footed against the attacks of unseen creatures. See Dealing with Unseen Creatures on page 261 for more information.

Blindsight (life, 30 feet) (Ex) (Khizar, Race)

Standard

Blindsight is a precise nonvisual sense (or a combination of senses; see page 260) that functions as a more potent version of blindsense. Blindsight operates out to a range specified in the creature's description.

A creature with blindsight typically perceives using a specific sense, which is indicated in parentheses after the blindsight entry in the creature's statistics. If the indicated sense somehow becomes unusable-say, for example, if a creature that uses scent to perceive through its blindsight loses its sense of smell- the creature loses access entirely to its blindsight. The typical senses through which creatures with blindsight can perceive are emotion, life, scent, sound, thought, and vibration.

If you have blindsight and succeed at a Perception check to notice a hidden creature, you are observing the creature. Blindsight negates concealment, *displacement*, invisibility, magical darkness, and similar effects, though a creature with blindsight still can't perceive ethereal creatures (see the *ethereal jaunt* spell on page 354). A creature with blindsight cannot be blinded (see page 273) and is not subject to gaze attacks (see the *Starfinder Alien Archive*).

Blindsight is still limited in many ways compared to normal vision. Blindsight never allows a creature to distinguish color or visual contrast, though it might be able to make out other features depending on the sense. A creature cannot read written text with blindsight, though it could still use tactile communication. Blindsight works underwater and in fog or smoke, but it typically does not work in a vacuum (although this depends on the nature of the sense; for instance, emotion-based blindsight would work in a vacuum).

Groot – Abilities & Gear

Carbonic Respiration (Ex) (Khizar, Race)

No action

Khizars breathe in carbon dioxide and exhale oxygen. In situations of slow suffocation (*Starfinder Core Rulebook* 404), a khizar reduces the effective number of creatures consuming air by two, unless no oxygen-breathing creatures are present.

Damage Reduction (1/—)

You have Damage Reduction against all physical attacks.

Evergreen (Khizar, Race)

No action

For effects targeting creatures by type, khizars count as both humanoids and plants. They receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, sleep effects, and stunning, unless the effect specifies that it works against plants. Khizars can go without food for three times longer than other humanoids as long as they are exposed to natural sunlight for at least 4 hours per day.

Limited Telepathy (30 ft.) (Khizar, Race)

Free

Limited telepathy functions in the same manner as telepathy, except that both the creature with the limited telepathy special ability and the creature it is communicating with must have a language in common.

Natural Empathy (Khizar, Race)

No action

Khizars have an empathic understanding of the natural world, giving them a +2 racial bonus to Life Science and Survival checks. Additionally, they can use their limited telepathy to communicate with non-mindless creatures of the plant type without sharing a common language.

Appears In: Pact Worlds

Quick Backup (1 until you regain Stamina (Class, Primary Fighting Style, Soldier)

Full action

As a full action, you can move up to twice your speed and make one attack, but your target must be a creature threatening an ally. Once you have used this ability, you cannot do so again until you have taken a 10-minute rest to regain Stamina Points.

Theme Knowledge (Strength) (Ex) (Theme)

No action

You are well versed in security systems, how to spot them, and how to use them to keep people and places safe. Reduce the DC for Engineering checks to identify technology and Mysticism checks to identify a magic items by 5, provided the item is a security system, surveillance equipment, or trap. In addition, Perception 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 Perception checks. In addition, you gain an ability adjustment of either +1 to Strength or +1 to Dexterity (your choice) at character creation.