

Groot

NG Khizar guard^{com} soldier 1

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

Hit Points	Stamina	Resolve
13	10	3

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

15 Str
 10 Dex
 16 Con
 10 Int
 12 Wis
 10 Cha

<input type="checkbox"/>	INITIATIVE	+0	= +0 Dex +0 Misc
<input type="checkbox"/>	FORTITUDE	+5*	= +2 Base +3 Con +0 Misc
<input type="checkbox"/>	REFLEX	+0	= +0 Base +0 Dex +0 Misc
<input type="checkbox"/>	WILL	+3	= +2 Base +1 Wis +0 Misc
<input type="checkbox"/>	EAC	11	= +1 Armor +0 Dex +0 Misc
<input type="checkbox"/>	KAC	12	= +2 Armor +0 Dex +0 Misc
<input type="checkbox"/>	KAC+8	20	= +2 Armor +0 Dex +0 Misc

Defenses

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: -

Staff, battle

Melee: **+3** or Full: **-1/-1 (1d4+2 B; Crit knockdown)**

Special: block, analog

Taqlash, standard

Melee: **+3** or Full: **-1/-1 (1d4+2 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.

Natural Empathy

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

Theme Knowledge (Strength) (Ex)

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



Skills

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

Skill Modifiers

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

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

Feats

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.

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

Solid Stance (1/combat) [Combat Feat]

Experience & Wealth

Experience Points: **0** (2nd @ 1,300)

Current Cash: **430 credits**

Groot – Abilities & Gear

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.

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).

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.

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

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.