

Male korasha lashunta gladiator^{PW} vanguard^{COM} 1

LN Medium humanoid (lashunta)

Init +2; **Perception** +3

DEFENSE **SP** 11 **HP** 11 **RP** 4

EAC 14; **KAC** 16

Fort +5; **Ref** +4; **Will** -1

OFFENSE

Speed 25 ft.

Melee entropic strike +3 (1d3+3 A/B)

Ranged tactical semi-auto pistol +3 (1d6 P)

Lashunta Spell-Like Abilities (CL 1st)

1/day—*detect thoughts* (DC 12)

At will—*daze* (DC 11), *psychokinetic hand*

STATISTICS

Str 13 (+1); **Dex** 14 (+2); **Con** 16 (+3); **Int** 10 (+0); **Wis** 8 (-1);

Cha 12 (+1)

Skills Acrobatics +6, Athletics +3, Culture +4, Intimidate +6, Life Science +4, Perception +3; (reduce the DC of Culture checks to recall entertainment combat, fighting styles, and gladiatorial traditions by 5)

Feats Bodyguard, Improved Combat Maneuver (sunder), Toughness

Languages Akitonian, Castrovelian, Common, Shobhad; limited telepathy (30 ft.)

Other Abilities entropic pool (maximum 3), rugged^{COM}, vanguard aspects (cascade)

Combat Gear *mk 1 serum of healing*; **Other Gear** lashunta ringwear I, basic tactical shield^{COM}, tactical semi-auto pistol with 24 rounds, everyday clothing, flashlight, hygiene kit, personal comm unit, credstick (1 credit)

SPECIAL ABILITIES

Bodyguard As a reaction when an adjacent ally is attacked, Velloro can grant that ally a +2 circumstance bonus to its AC against that attack. If he does so, Velloro takes a -2 penalty to his own Armor Class until the beginning of his next turn.

Entropic Pool (Su) Velloro has a pool of Entropy Points (EP) that he can spend to fuel different abilities. He can have up to 3 EP in his entropic pool at a time, and he can gain EP only when involved in a combat encounter. When combat begins, Velloro gains 1 EP at the beginning of his first action; at the end of combat, he loses any Entropy Points he has remaining. He can gain EP in the following ways.

- While he has no Entropy Points, Velloro can spend 1 Resolve Point as a move action to gain 1 EP.

- Each time he takes 2 or more damage from a single attack or effect (after applying any effects that reduce that damage), he gains 1 EP.
- If Velloro takes damage from a critical hit, he gains 1 EP, in addition to any he gains from the attack's damage.
- If Velloro scores a critical hit on a significant enemy, he gains 1 EP.
- If he takes a full action to charge, Velloro gains 1 EP.
- If he takes two move actions on the same turn to move his speed each time, Velloro gains 1 EP.
- As a move action, Velloro can designate a willing adjacent ally as an entropic focus. They remain an entropic focus until the beginning of Velloro's next turn, unless they cease to be adjacent to him or he designates a new entropic focus (both of which end this effect). If Velloro's entropic focus takes 2 or more damage from a single attack or effect (after applying any ability to reduce that damage), he gains 1 EP.

Velloro can expend Entropy Points in various ways. As long as he has at least 1 EP in his entropic pool, he gains a +1 enhancement bonus to his Armor Class (not included).

- As part of a full action to charge or a move action to move his speed, Velloro can expend 1 EP to gain a +10-foot enhancement bonus to his speed (normally land speed, but he can apply it to any movement type he has).
- As a move action, Velloro can expend 1 EP to boost the damage of the next entropic strike attack he makes before the start of his next turn. If the boosted entropic strike hits, he deals +1d4 damage.

Entropic Strike (Su) This is a one-handed magical advanced melee attack with the operative weapon special property that targets EAC. Velloro does not need a free hand to make this attack. The damage dealt by this attack is acid, bludgeoning, or both. He can deliver the attack with his body or through his shield.

Lashunta Magic Velloro has the following spell-like abilities.

Daze: Velloro causes a humanoid creature of CR 3 or lower within 25 feet to be dazed for 1 round (Will DC 11 negates).

Detect Thoughts: With this spell, Velloro can detect the surface thoughts of intelligent creatures within a 60-foot cone, and if he concentrates, he can attempt to read those thoughts (Will DC 12 negates).

Psychokinetic Hand: Once cast, as long as he

concentrates (a standard action each round), Velloro can use a move action to move an object within 25 feet that weighs 10 pounds or less up to 15 feet. He can't perform fine manipulation (such as firing a weapon or using a computer), but can push a single button or close a container's lid.

Limited Telepathy (Su) Velloro can communicate telepathically with creatures within 30 feet that share a language with him.

Rugged This alternative racial trait grants the Toughness feat.

Toughness Velloro gains a +4 bonus to many Constitution checks to avoid damage or negative consequences from harsh environments.

GEAR DESCRIPTIONS

Basic Tactical Shield

As a move action, Velloro can align the shield to give him greater protection against one opponent, granting him a +1 shield bonus to AC against attacks from that opponent until the beginning of his next turn.

Lashunta Ringwear I Velloro can close the armor's environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

Mk 1 Serum of Healing

Drinking a vial of this serum restores 1d8 HP.

Tactical Semi-Auto Pistol

This weapon can be fired 9 times before it needs to be reloaded. Its range increment is 30 feet.



Citations:

COM *Starfinder Character Operations Manual*

PW *Starfinder Pact Worlds*