

KESKODAI LEVEL 1

Male shirren priest mystic 1

NG Medium humanoid (shirren)

Init +1; **Senses** blindsense (vibration) 30 ft.; **Perception** +8

DEFENSE **SP** 7 **HP** 12 **RP** 5

EAC 12; **KAC** 13

Fort +1; **Ref** +1; **Will** +6

OFFENSE

Speed 30 ft.

Melee battle staff +0 (1d4 B; critical knockdown; analog, block)

Ranged pulsecaster pistol +1 (1d4 E nonlethal) or
shock grenade 1–4 (explode [15 ft., 1d8 E, DC 7])

Mystic Spells Known (CL 1st, ranged +1)

1st (3/day)—*mind thrust*, *mystic cure*, *share language*

0 (at will)—*detect affliction*, *detect magic*, *stabilize*,
telekinetic projectile

STATISTICS

Str 10 (+0); **Dex** 13 (+1); **Con** 12 (+1); **Int** 12 (+1); **Wis** 18 (+4);

Cha 8 (–1)

Skills Computers +2 (1 rank), Diplomacy +5, Life Science +5,
Medicine +5, Mysticism +9, Perception +8, Piloting +2
(1 rank); (reduce the DCs of Culture and Mysticism checks
by 5 when recalling knowledge about religious traditions,
religious symbols, and famous religious leaders)

Feats Harm Undead

Languages Celestial, Common, Shirren, Vesk; limited
telepathy 30 ft.

Other Abilities healing channel, healing touch

Combat Gear *mk 1 serums of healing* (2), shock grenade;

Other Gear second skin, battle staff, pulsecaster pistol
with 2 batteries (20 charges each), basic medkit,
everyday clothing, field rations (1 week), hygiene kit,
personal comm unit, credstick (19 credits)

SPECIAL ABILITIES

Blindsense Keskodai ignores all forms of visual camouflage
and invisibility when attempting Perception checks to
notice creatures within 30 feet, though creatures he can't
see still gain full concealment.

Communalism Once per day, as long as an ally is within
10 feet, Keskodai can roll a single attack roll or skill check
twice and take the higher result.

Harm Undead When Keskodai uses healing channel as a
full action, he can expend 1 Resolve Point to also deal
damage to all undead within 30 feet. The damage is equal
to the amount the healing channel heals, though undead

can attempt a Will save (DC 14) for half damage.

Healing Channel (Su) Keskodai can spend 1 RP to restore
2d8 HP to himself (as a move action), an ally touched (as a
standard action), or all allies within 30 feet (as a full action).

Healing Touch (Su) Once per day, Keskodai can spend 10
minutes to restore 5 Hit Points to an ally.

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

Spells Keskodai can cast the following spells, each as a
standard action:

Detect Affliction: Keskodai can determine whether a
creature or object is cursed, diseased, or poisoned, and
can determine the exact affliction with a successful Life
Science, Medicine, or Wisdom check.

Detect Magic: This reveals whether creatures or objects seen
within a 60-foot cone are magical and, with concentration,
can determine whether one magical source is a spell, magic
item, or other effect, and its caster level.

Mind Thrust: This spell deals 2d10 damage (Will DC 15 half)
to one creature with an Intelligence score.

Mystic Cure: With a touch, Keskodai can restore 1d8+4 Hit
Points to one living creature. Casting this spell doesn't
provoke attacks of opportunity.

Share Language: Keskodai can grant a creature touched the
ability to read, understand, and speak (if able) up to three
languages Keskodai knows.

Stabilize: This spell causes a dying creature that has 0 Hit
Points to stabilize.

Telekinetic Projectile: Keskodai can telekinetically hurl an object
weighing up to 5 pounds at a target within 30 feet, making
an attack roll (+1 bonus) against its KAC. If he hits, both the
target and the object take 1d6 bludgeoning damage.

GEAR DESCRIPTIONS

Basic Medkit Keskodai can use this kit to attempt a DC 25
Medicine check to treat deadly wounds.

Battle Staff If Keskodai successfully hits a foe with this
two-handed weapon, he gains a +1 bonus to his AC
against melee attacks from that foe for 1 round.

Mk 1 Serum of Healing Drinking this restores 1d8 HP.

Pulsecaster Pistol This weapon deals nonlethal electricity
damage. It can be fired 20 times before its battery must
be recharged or replaced.

Second Skin This armor's environmental seals allow the
wearer to survive in harsh environments for 1 day.

