

HOLLEE

DROW WITCHWARPER CR 1

XP 400

Drow corporate agent witchwarper 1

CE Medium humanoid (elf)

Init +1; **Perception** +4

DEFENSE SP 5 HP 9 RP 5

EAC 11; **KAC** 12

Fort +0, **Ref** +3, **Will** +1

Immunities sleep; **Weaknesses** light blindness

OFFENSE

Speed 30 ft.

Melee survival knife +1 (1d4 S; analog, operative)

Ranged azimuth laser pistol +1 (1d4 F; 80 ft.; crit burn 1d4)

Witchwarper Spells Known (CL 1st; ranged +1)

1st (3/day)- *overheat*, *shifting surge*

0 (at will)- *charming veneer*, *energy ray*, *ghost sound*, *psychokinetic hand*

Spell-Like Abilities (CL 1st)

at will – *dancing lights*, *detect magic*

STATISTICS

Str 10 (+0), **Dex** 12 (+1), **Con** 10 (+0), **Int** 11 (+0), **Wis** 12 (+1), **Cha** 18 (+4)

Skills Culture +4, Diplomacy +9, Mysticism +5, Perception +4, Sense Motive +2; (reduce the DC of Culture checks to recall knowledge about corporations and their executives and related topics by 5).

Feats Mystic Strike.

Languages Common, Elven/Drow, Orc, Ysoki.

Other Abilities infinite worlds, create darkness.

Combat Gear mk 1 serums of healing (2); **Other Gear** flight suit stationwear, survival knife, azimuth laser pistol with 2 batteries (20 charges each), industrial backpack, everyday clothing (5), flashlight, physica science toolkit, bedroll, blanket, sleeping bag, mess kit, field rations (1 week), hygiene kit, personal comm unit with a battery (20 charges), credstick (88 credits).

SPECIAL ABILITIES

Infinite Worlds (Su): Twice per day as a standard action, the drow can call upon infinite other possibilities to temporarily impose an alternate reality within a 10-foot-radius sphere. The drow can target an area within medium range (110 feet), and the effect lasts for 1 round. This affects creatures, objects, and other aspects of the environment only as explicitly indicated in this ability. Unless otherwise stated, when the drow uses infinite worlds, they can apply any or all effects they know. The drow can cause the affected area to become difficult terrain. This might mean that metal flooring becomes rickety and bowed, a jungle floor becomes sticky with mud, the air becomes filled with detritus, or the fabric of reality shifts in some other subtle way. When the drow creates difficult terrain in this way, it is considered magically altered terrain for the purposes of other effects.

Drow Magic (Su): The drow can use the listed spell-like abilities, each as a standard action.

OTHER INFORMATION

Archetype None.

Key Scores Witchwarper: Cha.

CHARMING VENEER

School illusion

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets 1 creature

Duration 10 minutes

Saving Throw none; **Spell Resistance** no

You pull gossamer threads from other, more genteel realities and wrap the target creatures in them, smoothing the edges of their mannerisms and accentuating their charms to make them more appealing to those around them. The target creatures gain a +1 circumstance bonus to Charisma checks and Charisma-based skill checks. Additionally, a creature under the effects of this spell can attempt a Diplomacy check to spend 10 minutes to gather information (rather than the normal 1d4 hours). Once any individual under the effects of a charming veneer spell you cast has succeeded at a Diplomacy check to spend just 10 minutes to gather information in a specific settlement or local region, no target of a charming veneer spell you cast can do so again for 24 hours

SHIFTING SURGE

School transmutation

Casting Time 1 standard action

Range touch

Targets one willing creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You touch a willing creature and affect one of its weapons that deals energy damage. If the creature is capable of making attacks that deal energy damage without using a weapon, you can instead affect the creature and its weaponless energy attacks. You can change the type of energy damage dealt by the weapon or creature until the end of your next turn (to acid, cold, electricity, fire, or sonic). Whether or not you change the energy type, if the next energy attack made by the creature or weapon before the end of your next turn hits, the attack deals 2d6 additional energy damage if it targets only a single creature or object, or 1d6 additional energy damage if it affects an area or multiple targets.