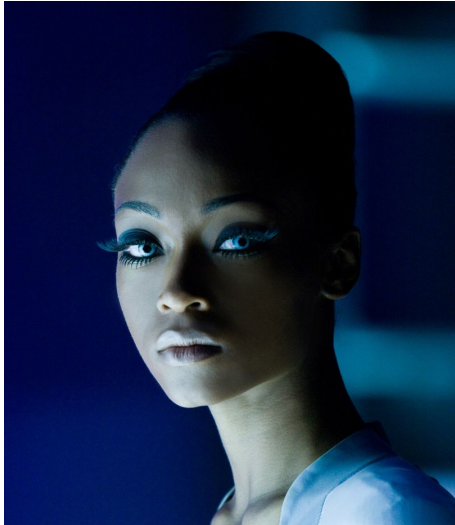


XATA ESTIN



Race: Android | **Theme:** Icon | **Class:** Technomancer
XP: 1300 | **Level:** 2 | **Alignment:** Chaotic Good
Deity: n/a (Unknown) | **Gender:** Female
Homeworld: Unknown (first recorded at Absalom Station)

Xata Estin was only activated, to her conscious knowledge, within the last few months, “waking up” at Absalom Station with no idea how she got there. She may be part of a series, since her “last” name is a number in simplified Elvish meaning “ninety seven.” But then, that may just as easily mean something else entirely.

On her awakening, Xata felt a pull toward the making of music and noticed that Strange Things happened when she played her violin or Sang. She also felt a pull toward the planet Akiton and a particular downed ship thereon, which she reached in vagabond manner by busking and interplanetary hitch-hiking, but she did not and still does not know precisely why. There, she encountered a youthful group of ragtag adventurers who saved her life and have provided her first companionship, about which she’s immensely excited. She remains curious about where she came from and why, but right now it’s a mystery for the future. At present she’s learning how to survive in the universe and how to appreciate and support her new friends.

DESCRIPTION

- Xata appears a female human with golden-brown skin and loosely kinky-curly black hair grown long and bound up around her head.
- She is small and slender, barely over five feet tall and massing under a hundred pounds.
- She wears Second Skin armour subtly decorated with Elvish script and symbols that shift and change with her movements. Her clothing is typically some variant on the template tunic + jacket + boots/shoes, providing basic modesty and pockets in which to put things. She now has a salvaged light armour suit to add as well (p.3).
- Xata is unguarded, curious, adventuresome, rather awkward at present, and honest to a fault. Her programming does seem to bias her toward trying to be encouraging, though she sometimes doesn’t know quite how to go about it.
- Anatomically she is very “human-authentic.” Usually only her eyes betray her mechanical origins: close observation reveals circuit patterns embedded in the irises.
- Xata’s eyes change colour with her mood, shifting lighter and darker with positive or negative emotions. (Toward red for desire or anger, blue for happiness or melancholy, green for curiosity or fear.)

STATS

HP: 10 | SP: 10 | RP: 3 | Attack Bonus: +2 ✧ (+3 w/ Basic Melee Weapons) | Init.: +1

STR	12 (+1)	EAC: 17/12*
DEX	12 (+1)	KAC: 18/12* (26/20* v. combat maneuvers)
CON	10	Saving Throws:
INT	15 (+2)	Fortitude: - Reflex: +1 Will: +3
WIS	10	+2 v. disease, mental effects, poison, sleep,
CHA	14 (+2)	initial effects of radiation

✧ Ranged, melee & thrown | *AC without Light Armor

TRAITS, SKILLS & FEATS

Racial Traits:

Constructed (+2 save vs. poison, mental effects, disease & sleep; does not need to breathe; for effects targeting specific types, counts as either humanoid or construct -- whichever is worse)

Exceptional Vision (Low-Light & Darklight)

Flat Affect (-2 sense motive, +2 DC for others to sense her motives)

Upgrade Slot (Radiation Buffer, +2 initial save vs. radiation)

Languages:

Common, Vercite, Elven, Vesk, Lashunta (Castrovelian), Ysoki

Class Skills (➤) & Trained Skills:

Acrobatics +2

Athletics +2

➤Computers +6

➤Culture +6

➤Life Science +5

➤Mysticism +3

➤Profession (Music) +7 (*Icon profession, decrease difficulty of related knowledge checks by 5*)

➤Sleight of Hand +4

Stealth +2

Untrained Skills:

Bluff +2

Diplomacy +2

Disguise +2

Intimidate +2

Class Proficiencies (➤) & Feats:

➤Light Armor Proficiency, ➤ Basic Melee Weapon & ➤ Small Arms Proficiency

Weapon Focus (Basic Melee Weapons)

MAGIC

Spells (can cast one bonus 1st level -- & also eventually 2nd level -- spell per day):

0-level: Dancing Lights, Daze, Ghost Sound, Telepathic Message, Energy Ray (1d3)

1-level: Jolting Surge (4d6), Magic Missile (two missiles 1d4 + 1), Supercharge Weapon (4d6 additional damage)

Features:

Spell cache: The Cheska Violin. A particular design of violin usually found in the possession of Xata androids and keyed to their use as magical items.

Energize Spell: Expend 20 charges from a tech weapon or power cell to cast an extra bonus spell.

Flavour:

Xata's spells are an effect of her music, either singing or violin or both. They are accompanied by either signing or playing or at the very least by subvocal cues and internal humming.

EQUIPMENT & AUGMENTATIONS

Encumbered: <6 (8*) | **Overburdened:** <12 (14*) | **Wealth:** 350 cr. | (* with Backpack)

Armour:

Second Skin (+1/1 EAC/KAC). Translucent and covered in luminous anima-graphics in an Elven script.

Light Armor (+5/6 EAC/KAC, max dex bonus +5), *Upgrade: Jump Jets* (charge: 20). Made in some kind of reconstructed(?) Tian-Min style, salvaged from a derelict ship on Akiton.

Weapons:

Duelling sword, tactical (1d6 + 1 Str modifier)

Monomolecular sword (2d8). A katana in the Tian-Min style (companion piece to the Light Armor above).

Augmentations:

Datajack (Std)

Hideaway Limb (Std, L. Arm, +2 Sleight of Hand to conceal items of negligible bulk)

Vocal Modulator (+2 to Disguise where voice/accent is relevant)

Other Equipment:

Personal Comm Unit

Musician's toolkit (violin kit and accessories)

5 changes of Everyday Clothing. Short tunic dresses, jackets and boots in white, black (2), grey and red.

4 changes of Formal Clothing. As above with longer dresses and pumps in white, black, blue, burgundy.

3 changes of Professional Clothing (+1 for Music work). Bedazzled bikini w/ (fake) Firebird-feather headdress (1). Feather boas, heels & mini-dresses in metallic gold (1) and silver (1).

3 changes of Travel Clothing (+2 miles per 8 hrs. overland travel, +1 save v. forced march dmg.) Simple, durable tank-tops, trousers and jackets in olive green, brown and gray.

Hygiene Kit

Backpack (Industrial) (+2 STR for carrying capacity)

Binders

Light Healing Serum (1)

LEVELLING REFERENCE

Skill Ranks per Level: 6 | Stamina Points per Level: 5

Benefits, Feats & Features, Abilities & Spells

L	XP	Benefit / Feats	Ability Inc.	Class Feature	Spells
3	3300	2nd Feat		Spell focus, techlore +1, weapon specialization	0: 6, 1: 4
4	6000				0: 6, 1: 4, 2: 2
5	10000	3rd Feat	1st	Magic hack	0: 6, 1: 4, 2: 3
6	15000	Celebrity		Cache capacitor 1, techlore +2	0: 6, 1: 4, 2: 4
7	23000	4th Feat			0: 6, 1: 5, 2: 4, 3: 2
8	34000			Magic hack	0: 6, 1: 5, 2: 4, 3: 3
9	50000	5th Feat		Techlore +3	0: 6, 1: 5, 2: 4, 3: 4
10	71000		2nd		0: 6, 1: 5, 2: 5, 3: 4, 4: 2
11	105000	6th Feat		Magic Hack	0: 6, 1: 6, 2: 5, 3: 4, 4: 3

Bonuses (SPD = Spells Per Day)

L	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	SPD Lvl. 1	SPD Lvl. 2	SPD Lvl. 3	SPD Lvl. 3
3	2	1	1	3	3			
4	3	1	1	4	3	2		
5	3	1	1	4	4	2		
6	4	2	2	5	4	3		
7	5	2	2	5	4	3	2	
8	6	2	2	6	4	4	2	
9	6	3	3	6	5	4	3	
10	7	3	3	7	5	4	3	2
11	8	3	3	7	5	4	4	2