OPAL TRI SHELL — LEVEL 1

Gender Fluid Qlaarpian Xenoseeker Solarian 1
LG Small Amphibious Humanoid (Water, Qlaarpian)
Init +1; **Senses** Blindsight 30' (in water); **Perception** +0

DEFENSE   SP 8 HP 9 RP 4

EAC 15; **KAC** 17
Fort 3; **Ref** 1; **Will** 2

OFFENSE

Speed 25; Swim 30
Melee stellar sword +4 (1d6+2 S) or
   tail slap +3 (1d6+2 B)
Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or
   frag grenade I −1 (explode [15 ft., 1d6 P, DC 7])
Offensive Abilities black hole, solar manifestation (solar weapon), supernova

STATISTICS

Str 14(+2); **Dex** 12(+1); **Con** 13(+1); **Int** 10(+0); **Wis** 10(+0);
   Cha 16(+3)
Skills Acrobatics +3; Athletics +4; Diplomacy +7; Intimidate+3; Life
   Science +4; Perception +0; Piloting +1; Sense Motive +4; Stealth +11
Feats Basic Melee and Small Arms, Light Armor and Heavy Armor
   profeciency.
Languages Common, Aquan, Qlaarp
Other Abilities high gravity adaptation; nictitating membranes; nimble faller;
   slapping tail; stellar mode
Combat Gear mk one serum of healing; frag grenades I (2), medpatch;
   Other Gear hidden soldier armor, azimuth laser pistol with 1 battery (20
charges), beacon, re-breather, field rations (1 week), container of mud, personal
comm unit, titanium alloy cable (100 ft.), credstick (38 credits)
Init +1; **Perception** +0

SPECIAL ABILITIES

Black Hole (Su) When fully attuned to graviton mode, as a standard
   action Opal Tri Shell can pull any number of creatures they target that
   are within 20 feet of them, toward them. Each target must succeed at
   a DC 11 Fortitude save or move 5 feet closer. This movement does
   not provoke attacks of opportunity. After using this power, Opal
   Tri Shell becomes unattuned.
High Gravity Adaptation (Ex) When in an area of high gravity, Opal Tri
   Shell does not suffer from fatigue, and treats their strength score as if it
   were 4 points higher for the purposes of carrying capacity.
Solar Manifestation (Solar Weapon) Opal Tri Shel has a mote of yellow
   light that orbits them. They can grab this and turn it into a solar weapon
   with the same ease as drawing a weapon. It is considered a one-handed
   advanced melee weapon that deals 1d6 slashing damage.
   Stellar Mode At the beginning of Opal Tri Shell's first round in a
   combat, they must choose one of three modes— graviton-attuned,
   photon-attuned, or unattuned. If graviton- or photon-attuned, they gains
   1 attunement point for the appropriate mode. Each round, they either
   maintains that mode (gaining another point of attunement, to a
   maximum of 3), or becomes unattuned (losing all attunement points,
   and they can then enter a new mode on the following turn). If
   Opal Tri Shell has 1 or 2 points in a mode, they are attuned to
that mode. If they have 3 points in a mode, they are
fully attuned to that mode. Some of their abilities
function only when they are attuned or fully attuned
to the graviton or photon mode.
   When attuned in graviton mode, Opal Tri Shell gains a
+1 insight bonus to their Reflex saves.
   When attuned in photon mode, Opal Tri Shell gains a
+1 insight bonus to damage rolls.
Nictitating Membrane Opal Tri Shell's special
   membranes give them a +4 bonus to gaze attacks,
   smoke gas, or other effects that target vision. They may
   reroll a failed stabilization check with a +2 bonus.
Nimble Faller Qlaarpians always land on their feet
   when falling from a distance, even when taking lethal
   damage.
Slapping Tail Opal Tri Shell can make a melee attack
   with their tail for 1d6 bludgeoning damage.
Supernova (Su) When Opal Tri Shell is fully attuned to
   photon mode, as a standard action they can deal 2d6
   fire damage to all creatures within 10 feet of them
   (Reflex DC 11 half). After using this power, Opal Tri
   Shell becomes unattuned.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20
   times before its battery needs to be recharged or
replaced.
Beacon This handheld light increases the light level by
   one step in a 50-foot radius. It can operate for 10
   hours before its battery must be recharged or
replaced.
Medpatch Opal Tri Shell can use this to attempt an
   untrained Medicine check with a +10 bonus to
   perform the first aid, long-term stability, treat disease,
   or treat drugs or poison task.
Mk 1 Serum of Healing Drinking a vial of this
   serum restores 1d8 HP.
Titanium Alloy Cable This 100-foot-long cable is
designed for climbing or securing loose cargo.