



## CHARACTER

NAME Paradox Remi		STARFINDER SOCIETY NUMBER 14034 - 701	
CLASS/LEVEL	Operative (Phrenic Adept) 3	RACE	Android
		THEME	Ace Pilot
SIZE	Medium	SPEED	40 ft.
		GENDER	Unspecified
		HOME WORLD	Absalom Station
ALIGNMENT	Neutral Good	DEITY	Atheist
		PLAYER	Scott David Gray

## ABILITY SCORES

	SCORE	UPGRADED SCORE	MODS
STR Strength	13	13	<b>+1</b>
DEX Dexterity	18	18	<b>+4</b>
CON Constitution	12	12	<b>+1</b>
INT Intelligence	12	12	<b>+1</b>
WIS Wisdom	10	10	<b>+0</b>
CHA Charisma	8	8	<b>-1</b>

## INITIATIVE

TOTAL		DEX MOD	MISC MOD
<b>+6</b>	=	<b>+4</b>	<b>+2</b>

## STAMINA, HIT POINTS, RESOLVE

	Stamina	Hit Points	Resolve Points
TOTAL	21	22	5
CURRENT			

## ARMOR CLASS

	TOTAL		ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS	15	=10+	+1	+4	+0
KAC KINETIC ARMOR CLASS	16	=10+	+2	+4	+0
KAC+8 AC VS. COMBAT MANEUVERS	24	=18+	+2	+4	+0

## Saving Throws

	TOTAL		BASE SAVE	ABILITY MOD	MISC MOD
Fort (Con)	+2	=	+1	+1	+0
Ref (Dex)	+7	=	+3	+4	+0
Will (Wis)	+3	=	+3	+0	+0

## MOVEMENT SPEEDS

Speed 40 ft.

SKILLS						
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD	
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	+13	= 3	+3	+4	+3	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+7	= 1	+3	+1	+2	
<input checked="" type="checkbox"/> BLUFF (CHA)	+1	= 0	—	-1	+2	
+ <input checked="" type="checkbox"/> COMPUTERS (INT)	+9	= 3	+3	+1	+2	
+ <input checked="" type="checkbox"/> CULTURE (INT)	+9	= 3	+3	+1	+2	
<input type="checkbox"/> DIPLOMACY (CHA)	+1	= 0	—	-1	+2	
<input checked="" type="checkbox"/> DISGUISE (CHA)	+1	= 0	—	-1	+2	
+ <input checked="" type="checkbox"/> ENGINEERING (INT)	+9	= 3	+3	+1	+2	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	+1	= 0	—	-1	+2	
+ <input type="checkbox"/> LIFE SCIENCE (INT)	+4	= 1	—	+1	+2	
+ <input checked="" type="checkbox"/> MEDICINE (INT)	+7	= 1	+3	+1	+2	
<input checked="" type="checkbox"/> PERCEPTION (WIS)	+8	= 3	+3	+0	+2	
+ <input type="checkbox"/> PHYSICAL SCIENCE (INT)	+6	= 3	—	+1	+2	
<input checked="" type="checkbox"/> PILOTING (DEX)	+13	= 3	+3	+4	+3	
+ <input checked="" type="checkbox"/> PROFESSION (TIME TRAVELLER) (INT)	+9	= 3	+3	+1	+2	
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	+0	= 0	—	+0	+0	
+ <input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	+12	= 3	+3	+4	+2	
<input checked="" type="checkbox"/> STEALTH* (DEX)	+13	= 3	+3	+4	+3	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+2	= 0	—	+0	+2	
† Trained only <input checked="" type="checkbox"/> Class skill * Armor check penalty applies						

ATTACK BONUSES						
	TOTAL	BAB	ABILITY MOD	MISC MOD		
Attack Bonus	+2	= +2	+0	+0		
Melee Attack	+3	= +2	+1 (Str)	+0		
Ranged Attack	+6	= +2	+4 (Dex)	+0		
Thrown Attack	+3	= +2	+1 (Str)	+0		
Combat Maneuver Bonus	+3	= +2	+1 (Str)	+0		

WEAPONS						
Knife, survival				RANGE	—	
LEVEL 1				TYPE		
+6				Melee		
DAMAGE 1d4+2 S				SPECIAL		
CRITICAL —				Analog, operative		
Semi-auto pistol, tactical				RANGE 30 ft.		
LEVEL 1				TYPE		
+7				Ranged		
DAMAGE 1d6+1 P				AMMO [USAGE] 9 [1]		
CRITICAL —				SPECIAL		
				Analog		
Semi-auto pistol, tactical				RANGE 30 ft.		
LEVEL 1				TYPE		
+7				Ranged		
DAMAGE 1d6+1 P				AMMO [USAGE] 9 [1]		
CRITICAL —				SPECIAL		
				Analog		
Unarmed strike				RANGE	—	
LEVEL 0				TYPE		
+3				Melee		
DAMAGE 1d3-1 B nonlethal				SPECIAL		
CRITICAL —				Archaic, nonlethal		

EQUIPMENT		
NAME	LEVEL	BULK
Android Upgrade Slot	0	L
Jump jets		
Basic energycle (empty)	1	—
Computer (tier 1)	2	1
Engineering kit	1	L
Knife, survival	1	L
(30×) Rounds, small arm	1	L
Second skin	1	L
Semi-auto pistol, tactical	1	L
Semi-auto pistol, tactical	1	L
Unarmed strike	0	
1759 credits		
0 UPB		1/13 bulk

**CARRYING CAPACITY**

Encumbered

6 bulk

Overburdened

13 bulk

**OTHER****WEAPON PROFICIENCIES**

Basic Melee Weapons, Small Arms, Sniper Weapons

**ARMOR PROFICIENCIES**

Light Armor

**FEATS**

Minor Psychic Power (Psychokinetic Hand, 3 /day) (Sp), Skill Focus (Acrobatics), Skill Focus (Stealth), Weapon Focus +1 (Small Arms)

**ABILITIES**

Constructed

Count as both base type and constructs (whichever worse). +2 to save vs. disease, mind-effects, poison, and sleep unless would affect construct.

Darkvision 60 ft.

You can see in the dark (black and white only).

Evasion (Ex)

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when y

Flat Affect

+2 to DCs of Sense motive checks vs. you.

Ghost Specialization

You can move from place to place without being noticed.

• **Associated Skills:** Acrobatics and Stealth. When you use Stealth to make a trick attack, you gain a +1 bonus to the skill check.• **Specialization Exploit:** Cloaking field

Limited Telepathy (ft.)

Can communicate mentally with any creature in range that it shares a language with.

Low-Light Vision (Ex)

See in dim light as if it were normal light.

Minor Psychic Power (Psychokinetic Hand, 3 /day) (Sp)

Choose *dancing lights*, *psychokinetic hand*, *telekinetic projectile*, or *telepathic message* to gain as a thrice per day spell-like ability.

Phrenic Awakening (Eoxian, Castrovelian) (Su)

Can use extra two chosen languages to communicate telepathically.

Theme Knowledge (Ex)

-5 DC for Culture checks related to knowledge of starships, vehicles, and famous pilots .

Trick Attack +1d8 (Ex)

You can trick an opponent to deal extra damage.

Upgrade Slot

Body can integrate an armor upgrade as if light armor.

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Hero Lab Online

LANGUAGES		EXPERIENCE POINTS		Starfinder Society	
Akitonian	Verbal	EXPERIENCENEXT LEVEL		Starfinder Society Number 14034 - 701	
Common	Verbal	6/9 XPNext level: 4 (3 XP to go)		Factions	
Shirren	Verbal	Gained:		Faction NameReputation	
Vercite	Verbal			Exo-Guardians1	
Vesk	Verbal			Boons	
Ysoki	Verbal			Faction	
				Exo-Guardians Champion	
				Slotted boon	
Weapons		Ammo and Grenades		Armor	
Computers	Tech Gear	Magic Gear		Hybrid Gear	

**NOTES**

The physical form that is/was/will be designated Paradox Remi is/was/will be least subjected to entropy ("youngest") in year 69 AG. The earliest point that Paradox Remi is/was/will be is before that point, but specifically when is not important.

The mental form or ghost in the machine, marked with trademarks by Doctor Dennett, that is/was/will be designated Paradox Remi is/was/will be have sections of its code least subjected to entropy ("youngest") at some future date not yet passed at the moment of this writing in 318 AG.

The mental form called Paradox Remi is/was/will be largely created and structured by a Dr Dennett using a set of programmed responses and attitudes and impressions of his grand-daughter Abigail as she had been at an earlier point in the order of entropy, when she was a nine-year-old Strawberry Machine Cake fan and had not yet entered what is/was/will be referred to as her goth stage.

But Dennett's software creation is/was/will be not complete until consciousness is/was/will be installed and concrete useful firmware for attaching the consciousness to an android form applied.

A terrible danger that is/was/will be known by Dennett and by the Starfinder Society and by the Exo-Guardians is/was/will be creating a need for that structure to be completed in a hurry, so that certain information and memories in protected form is/was/will be able to cross the threshold of time and bring vital information to 69 AG.

Doctor Dennett is/was/will be merging his program into the software that is/was/will be Paradox Remi at the time; discovering that old code is not overwritten but 'refreshed' -- and that more entropy-affected versions of the code had already been present in Paradox Remi's hardware.

Paradox Remi, with less entropy-affected code, is/was/will be bringing itself to 69 AG, and data-dumping a full copy of itself onto the less-entropic android body designated Paradox Remi. That information is/was/will be used to protect the Pact Worlds.

By this means Paradox Remi is/was/will be come to be, the Pact Worlds is/was/will be saved from collapse, and Paradox Remi is/was/will be the very first Strawberry Machine Cake Fan; but is/was/will be lonely, experiencing 249 years of entropy before finally actually getting to see and hear Strawberry Machine Cake in concert. But being able to dance on stage with them totally is/was/will be making it worth the wait!

The veil of time, the veil of dual memory transfer, and the veil of rapidly developing neuro pathways in a low-entropy android, is/was/will be making it hard to access all data that is/was/will be locked up in Paradox Remi. But Remi is/was/will be practicing meditation techniques to unlock these memories, so that is/was/will be can be of more use in the now at whatever now Paradox Remi is. Information being so complex and it is so hard to decipher the organizational scheme of information, the first manifestations that Remi is able to produce are more physical from the use of information to affect heat and chaos.

SFS #14034-701 Faction: Exo-Guardians Home Planet: Absalom Station Fame: +11 | Reputation: 11

Height: 66", Weight 122 Pounds, No hair, blue LCD eyes that change pattern as light changes, chrome skin.