

Mr. BooBooSon

NG Poppet wished alive psychic 1

Construct, Good, Humanoid, Neutral (Law/Chaos)

Speed: 30 ft., Languages: Common, Draconic

Hit Points	Focus Points	Hero Points
14	2	3
		1

Str	Dex	Con	Int	Wis	Cha
+0	-1	+2	+1	+3	+4

10 Str
 8 Dex
 14 Con
 12 Int
 16 Wis
 18 Cha

<input type="checkbox"/>	PERCEPTION	+6_T	= +3 _{Base} +3 _{Wis} +0 _{Misc}
<input type="checkbox"/>	FORTITUDE	+5_T	= +3 _{Base} +2 _{Con} +0 _{Misc}
<input type="checkbox"/>	REFLEX	+2_T	= +3 _{Base} -1 _{Dex} +0 _{Misc}
<input type="checkbox"/>	WILL	+8_E	= +5 _{Base} +3 _{Wis} +0 _{Misc}
<input type="checkbox"/>	AC	12_T	= +13 _{Base} -1 _{Dex} +0 _{Misc}

Defenses

All Saves (Wishborn Poppet): Successes vs. emotion or fear effects are critical successes instead

All Saves (Constructed): +1 circumstance bonus vs. death effects, disease, poison, and draining, paralyzing, and sickening effects

Unarmored defense (Trained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

Activated Abilities & Adjustments

Stupefied

Special Abilities

Conservation of Energy

When casting a conscious mind spell or psi cantrip, add or remove energy to deal fire or cold damage.

Constructed

+1 circumstance bonus to saves vs. death effects, diseases, poisons, and draining/paralyzing/sickening effects.

Darkvision

See in darkness and dim light.

Fade into Daydreams

Become concealed until next turn start; can't be used to Hide.

Unleash Psyche

For 2r, gain +2 × spell lvl status bon to instant psychic spell dmg and use psyche abilities, then stupefied 1 for 2r after.

Weakness to fire 1

Damage taken of listed type is increased by listed amount.

Wishborn Poppet

Successes on saves vs. emotion or fear effects are critical successes instead.

Wished Alive - Wish (1/day)

Wish for something to help you succeed at an achievement; gain bonus to next skill check.

Feats

Quadruped [Ancestry Feats Selection]

Your Speed is 30 feet.



Skills

<input type="checkbox"/>	-1_U	Acrobatics _{Dex}
<input type="checkbox"/>	+1_U	Arcana _{Int}
<input type="checkbox"/>	+0_U	Athletics _{Str}
<input type="checkbox"/>	+1_U	Crafting _{Int}
<input type="checkbox"/>	+7_T	Deception _{Cha}
<input type="checkbox"/>	+7_T	Diplomacy _{Cha}
<input type="checkbox"/>	+7_T	Intimidation _{Cha}
<input type="checkbox"/>	+3_U	Medicine _{Wis}
<input type="checkbox"/>	+3_U	Nature _{Wis}
<input type="checkbox"/>	+4_T	Occultism _{Int}
<input type="checkbox"/>	+7_T	Performance _{Cha}
<input type="checkbox"/>	+3_U	Religion _{Wis}
<input type="checkbox"/>	+1_U	Society _{Int}
<input type="checkbox"/>	-1_U	Stealth _{Dex}
<input type="checkbox"/>	+6_T	Survival _{Wis}
<input type="checkbox"/>	-1_U	Thievery _{Dex}

Spells

Psychic spells known (DC 17, attack +7)

1st (1/day)—*burning hands, grim tendrils*

Cantrip (at will)—*light, phase bolt^{DA}, prestidigitation, produce flame, ray of frost, thermal stasis^{DA}*

Tracked Resources

Wished Alive - Wish (1/day)

Weapon Proficiencies

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 0, Unencumbered

Money

Experience & Wealth

Career Experience Points: **0** (0/0 to 2nd)

Current Cash: **15 gp**

Conservation of Energy (Conscious Mind)

Energy can't be created or destroyed, only transferred or changed. Whenever you use your magic to add or remove energy, you must then balance it with the opposing force. The first time in an encounter that you cast a granted spell from your conscious mind or a standard psi cantrip, decide whether you're adding energy or removing it. Once you add energy, you must remove energy the next time you cast one of these spells. When you Refocus, you restore yourself to a neutral state, allowing you to once again freely choose whether you add or remove energy on your next spell.

Adding Energy: The ability gains the fire trait, any damage it deals is fire damage, and any resistance it grants is to cold damage. It loses any traits matching damage types it no longer deals.

Removing Energy: The ability gains the cold trait, any damage it deals is cold damage, and any resistance it grants is to fire damage. It loses any traits matching damage types it no longer deals. *Fiery body* grants *ray of frost* instead of *produce flame* when cast this way.

Mindshift: When you use an action that has the mindshift trait, you can choose to add or remove energy to it instead of making it mental. Alter it as normal for adding or removing energy and change any save it requires to a Reflex save.

Appears In: Dark Archive

Constructed (Poppet, Race)

The materials of your body resist ailments that assail the flesh. You gain a +1 circumstance bonus to saving throws against death effects, disease, and poison as well as to saving throws against effects that would give you the drained, paralyzed, or sickened conditions. Your spark of life means that you're a living creature, and you can be healed by positive energy and harmed by negative energy as normal.

Appears In: Lost Omens Grand Bazaar

Darkvision (Poppet, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Fade into Daydreams (Subconscious Mind)

Traits: Illusion, Psyche, Psychic
[1 action]

Your flights of imagination spill into the real world, causing you to become indistinct, hazy, or cloaked in figments. You become concealed until the start of your next turn. This concealment can't be used to Hide, as normal for concealing effects that leave your location obvious.

Appears In: Dark Archive

Unleash Psyche (Class, Psychic)

Traits: Psychic

[free]

Trigger Your turn begins.

Requirements You're in an encounter, you Cast a Spell on your previous turn, and you aren't stupefied.

You call on the depths of your mind and let psychic power flood through. Your Psyche remains Unleashed for 2 rounds or until you fall unconscious, whichever comes first. You can't voluntarily quell your unleashed psyche. While your Psyche is Unleashed, the following effects occur.

- You're constantly surrounded by the visual manifestation of your psychic magic.
- When you cast a damaging spell, you gain a status bonus to its damage equal to double the spell's level. This applies only to spells that don't have a duration and that you cast using psychic spellcasting.
- You can use actions that have the psyche trait.

After your unleashed psyche subsides, your mind must recover from the strain of channeling its full power. You can't use Unleash Psyche again for 2 rounds, and you're stupefied 1 for 2 rounds.

Appears In: Dark Archive

Weakness to fire 1 (Poppet, Race)

When a creature has a weakness to a certain type of damage or damage from a certain source, increase that damage by the amount of the creature's weakness. For instance, if a creature takes 2d6 fire damage and has weakness 5 to fire, it takes 2d6+5 fire damage instead. If the creature has more than one type of weakness that would apply to the same instance of damage, use only the highest applicable weakness value. This usually only happens when a monster is weak to both a type of physical damage and the material a weapon is made of.

Wishborn Poppet (Ancestry Heritage Selection)

Traits: Poppet

You were wished to life, either by a powerful spellcaster or by the earnest desire of an innocent person who loved you very much. You're living proof that a hopeful spirit can overcome any obstacle. If you roll a success on a saving throw against an emotion or fear effect, you get a critical success instead.

Appears In: Lost Omens Grand Bazaar

Wished Alive - Wish (1/day) (Background Selection)

Traits: Concentrate
[1 action]

Once per day, you can fervently wish for something you could work towards achieving as a single action which has the concentrate trait. If you do, you gain a +2 circumstance bonus on the first skill check you attempt before the end of your turn to fulfill that wish.

Appears In: Guns & Gears

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Weapon Traits

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Light	Cantrip 1	Prestidigitation	Cantrip 1
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Cantrip, Concentrate, Evocation, Light, Occult Traditions Occult**Cast** [2 actions] imagination, somatic**Range** touch**Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally**Duration** until the next time you make your daily preparations**In-Play Information****Cast** [2 actions] imagination, somatic**Range** touch**Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally**Duration** until the next time you make your daily preparations

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

Phase Bolt	Cantrip 1
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Attack, Cantrip, Concentrate, Evocation, Occult**Traditions** Occult**Cast** [2 actions] imagination, somatic**Range** 30 feet**Targets** 1 creature**In-Play Information****Cast** [2 actions] imagination, somatic**Range** 30 feet**Targets** 1 creature**Ranged Strikes** +7 / +2 / -3**Ranged Damage** 1d4+4 P**Ranged Crit Damage** ×2

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)**Ranged Attack**•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)•**Ability Bonus** (4): Charisma 18 (+4)**Ranged Damage**•**Untyped Bonuses and Penalties** (+4): Key Ability Score (+4)

You point your finger and project a bolt of magical energy that stutters in and out of phase until it reaches the target. Make a ranged spell attack roll against your target's AC; if the target has any circumstance bonuses to AC (such as from a shield or cover), reduce that bonus by 2 for this attack. On a success, you deal 1d4 piercing damage plus your spellcasting ability modifier. On a critical success, the target takes double damage.

Heightened (+1) The bolt's damage increases by 1d4.

Appears in Dark Archive

Cantrip, Concentrate, Evocation, Occult Traditions Occult**Cast** [2 actions] imagination, somatic**Range** 10 feet**Targets** 1 object (cook, lift, or tidy only)**Duration** sustained**In-Play Information****Cast** [2 actions] imagination, somatic**Range** 10 feet**Targets** 1 object (cook, lift, or tidy only)**Duration** sustained

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Produce Flame	Cantrip 1	Ray of Frost	Cantrip 1
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Attack, Cantrip, Concentrate, Evocation, Fire, Occult Traditions Occult
Cast [2 actions] imagination, somatic
Range 30 feet
Targets 1 creature

In-Play Information**Psi Cantrip**

Cast [2 actions] imagination, somatic
Range 30 feet
Targets 1 creature
Melee Strikes +7 / +2 / -3
Melee Damage 1d6+4 F
Melee Crit Damage ×2 +1d4 pers F
Ranged Strikes +7 / +2 / -3
Ranged Damage 1d4+4 F
Ranged Crit Damage ×2 +1d4 pers F

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)**Melee Attack**•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)•**Ability Bonus** (4): Charisma 18 (+4)**Melee Damage**•**Untyped Bonuses and Penalties** (+4): Key Ability Score (+4)**Ranged Attack**•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)•**Ability Bonus** (4): Charisma 18 (+4)**Ranged Damage**•**Untyped Bonuses and Penalties** (+4): Key Ability Score (+4)

A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC. This is normally a ranged attack, but you can also make a melee attack against a creature in your unarmed reach. On a success, you deal 1d4 fire damage plus your spellcasting ability modifier. On a critical success, the target takes double damage and 1d4 persistent fire damage.

Heightened (+1) Increase the damage by 1d4 and the persistent damage on a critical hit by 1d4.

You can drastically increase the heat against adjacent targets. When using *produce flame* as a melee attack, increase the damage dice of the initial damage (but not the persistent damage) from d4s to d6s. Your *produce flame* also gains the following amp.

Amp You project pure heat that causes a target to combust. The initial damage changes to 1d10 fire damage (not adding your ability modifier) plus 1 fire splash damage. When using *amped produce flame* as a melee attack, increase the damage dice of the initial damage from d10s to d12s. You are not harmed by splash damage from *amped produce flame*.

Amp Heightened (+1) Instead of using *produce flame's* normal heightened entry, the initial damage increases by 1d10 (1d12 for melee) and the splash damage increases by 1. The persistent fire damage on a critical hit increases by 1d4.

Attack, Cantrip, Cold, Concentrate, Evocation, Occult Traditions Occult
Cast [2 actions] imagination, somatic
Range 120 feet
Targets 1 creature

In-Play Information**Psi Cantrip**

Cast [2 actions] imagination, somatic
Range 120 feet
Targets 1 creature
Ranged Strikes +7 / +2 / -3
Ranged Damage 1d4+4 C
Ranged Crit Damage ×2 +-10 ft status pen to Speeds for 1r

Critical Success The target takes double damage and takes a –10-foot status penalty to its Speeds for 1 round.

Success The target takes normal damage.

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)**Ranged Attack**•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)•**Ability Bonus** (4): Charisma 18 (+4)**Ranged Damage**•**Untyped Bonuses and Penalties** (+4): Key Ability Score (+4)

You blast an icy ray. Make a spell attack roll. The ray deals cold damage equal to 1d4 + your spellcasting ability modifier.

Heightened (+1) The damage increases by 1d4.

Your *ray of frost* reaches even further. The range increases to 180 feet. Your *ray of frost* also gains the following amp.

Amp You drain thermal energy at a distance, using what you plunder to replenish yourself. The ray deals 1d10 cold damage. You gain temporary Hit Points equal to half the damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Amp Heightened (+1) The initial damage increases by 1d10 instead of 1d4.

Critical Success The target takes double damage and takes a –10-foot status penalty to its Speeds for 1 round.

Success The target takes normal damage.

Thermal Stasis**Cantrip 1****Grim Tendrils****Spell 1****Uncommon, Abjuration, Cantrip, Concentrate, Occult, Psychic****Traditions** Occult**Cast** [1 action] imagination**Range** 60 feet**Targets** 1 creature**Duration** until the start of your next turn**In-Play Information****Psi Cantrip****Cast** [1 action] imagination**Range** 60 feet**Targets** 1 creature**Duration** until the start of your next turn

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

The same abilities that let you raise or lower thermal energy also let you keep it at a safe medium. The target gains resistance 2 against fire damage and resistance 2 against cold damage.

Heightened (+1) Each resistance increases by 2.**Amp** The spell's duration becomes 1 minute.**Appears in** Dark Archive**Concentrate, Necromancy, Negative, Occult****Traditions** Occult**Cast** [2 actions] imagination, somatic**Area** 30-foot line**Saving Throw** Fortitude**In-Play Information****Cast** [2 actions] imagination, somatic**Area** 30-foot line**Damage** 2d4 Neg +1 pers bleed**Saving Throw** DC 17 Fortitude**Critical Success** The creature is unaffected.**Success** The creature takes half the negative damage and no persistent bleed damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes double negative damage and double persistent bleed damage.

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 negative damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Heightened (+1) The negative damage increases by 2d4, and the persistent bleed damage increases by 1.**Critical Success** The creature is unaffected.**Success** The creature takes half the negative damage and no persistent bleed damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes double negative damage and double persistent bleed damage.**Burning Hands****Spell 1****Concentrate, Evocation, Fire, Occult****Traditions** Occult**Cast** [2 actions] imagination, somatic**Range** 15-ft. cone**Area** 15-foot cone**Saving Throw** basic Reflex**In-Play Information****Cast** [2 actions] imagination, somatic**Range** 15-ft. cone**Area** 15-foot cone**Damage** 2d6 F**Saving Throw** DC 17 basic Reflex**Critical Success** The creature takes no damage.**Success** The creature takes half damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes double damage.

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Charisma 18 (+4)•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area.

Heightened (+1) The damage increases by 2d6.**Critical Success** The creature takes no damage.**Success** The creature takes half damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes double damage.