

Templates

- [Creature/NPC \(CR X\)](#)
- [Race](#)

Creature/NPC (CR X)

XP 307,200

Space goblin technomancer

NE Large humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; **Perception** +34

Aura unnatural aura (30 ft.)

DEFENSE

HP 395; **RP** 7

EAC 34; **KAC** 35

Fort +17; **Ref** +17; **Will** +22; +4 vs. enchantments

Defensive Abilities natural invisibility; **DR** 10/magic; **Immunities** fire; **Resistances** sonic 20; **SR** 31

Weaknesses light sensitivity

OFFENSE

Speed 35 ft., climb 20 ft., swim 30 ft.; earth glide

Melee quantum dogslicer +28 (13d6+22 S)

Multiattack quantum dogslicer +24 (13d6+22 S), bite +24 (9d6+22 P)

Ranged junklaser bazooka +3 (4d12+20 F; critical burn 1d8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities breath weapon (80-ft. line, 5d8 A, Reflex DC 27 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 20th)

At will—*charm person* (DC 24)

Technomancer Spells Known (CL 20th)

6th (7/day)—*chain surge* (DC 29), *disintegrate* (DC 29), *flight*, *interplanetary teleport*, *true seeing*

5th (7/day)—*control machines* (DC 28), *heat leech* (DC 28), *synapse overload* (DC 28), *telekinesis*, *wall of force*

4th (7/day)—*corrosive haze* (DC 27), *dimension door*, *overload systems* (DC 27), *rewire flesh* (DC 27), *soothing protocol*, *wall of fire*

STATISTICS

Str +2; **Dex** +9; **Con** +2; **Int** +12; **Wis** +2; **Cha** +6

Skills Computers +39, Engineering +34, Stealth +39

Feats Cleave, Mobility

Languages Common, Goblin

Other Abilities water breathing

Gear nanotube carbon skin, junklaser bazooka, quantum dogslicer, spell cache, 1,000 credits

ECOLOGY

Environment any

Organization solitary or cult (1 plus 20–30 space goblins of CR 3–4)

SPECIAL ABILITIES

Breath Weapon (Su) A space goblin monarch can exhale a line of caustic acid as a standard action.

Race

Insert image here, replacing this text

Racial Traits

Ability Adjustments: +2 Con, +2 Int, -2 Str

Hit Points: 6

Size and Type: Greox are small humanoids, with the greox subtype.

Natural Weapons: Greox have natural weapons that functions like those of vesk, except the greok's bite deals piercing damage.

Scrounger: Greox receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

Scrappy: Despite their small size, greox are surprisingly resilient. Greox gain 1 additional Resolve Point at 1st level.

Toxicity Resistance: Greox have a +2 racial bonus to saving throws vs poisons and diseases. Greox have acid resistance 5, which stacks with one other source of acid resistance.

Easily Frightened: Greox have a -2 racial penalty to saving throws vs fear effects.

Description

Physical Description

Replace this text with a physical description of the race.

Homeworld

Replace this text with information about the race's homeworld, if they have one. You can also use links to link to a page about it, if it exists.

Society and Alignment

**Replace this text with information about the major society comprised of by the race, and the usual temperment and alignment of creatures of this race.*

Relations

Replace this text with a specific examples of other races that this race may have particular relations with, such as rivalries or partnerships.

Adventurers

Replace this text with a description of the usual mindset or justifications that members of this race that tend to go out and become adventurers has or exhibits.

Names

Replace this text with a list of some example names for the race, to give folks a good idea of how to make their own.