

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.

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