**Opal Tri Shell**  
Level 8

Gender Fluid Qlaarpian Xenoseeker Solarian 1  
LG Small Amphibious Humanoid (Water, Qlaarpian)

Init +1; Senses Blindsight 30’ (in water); Perception +0

**DEFENSE**  

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<th>AC</th>
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Fort +3; Ref +1; Will 2

**OFFENSE**

**Speed** 25; Swim 30  
**Melee** stellar sword +4 (1d6+2 S) or tail slap +3 (1d8+2 B)

**Ranged** azimuth laser pistol +2 (1d4 F; critical burn 1d4) or frag grenade 1–1 (explode 15 ft., 1d6 P, DC 7)

**Offensive Abilities** black hole, solar manifestation (solar weapon), supernova

**STATISTICS**

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<th>Dex</th>
<th>Con</th>
<th>Int</th>
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<td>14(+2)</td>
<td>12(+1)</td>
<td>13(+1)</td>
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**Skills** Acrobatics +3; Athletics +4; Diplomacy +1; 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 Proficiency

**Languages** Common, Aquan, Qlaarp

**Other Abilities** high gravity adaptation; nictitating membranes; nimble feller; slapping tail; stellar mode

**Combat Gear** mk one serum of healing; frag grenades 1 (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.), creedick (26 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 unattended.

**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 Shell has a note 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 gain 1 attunement point for the appropriate mode. Each round, they either maintain that mode (gaining another point of attunement, to a maximum of 3), or become 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 gaze, or other effects that target vision. They may recall 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 unattended.

**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.