

## **XAVRA CR 10**

Male kish solarian

NE Medium humanoid (kish)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +19

**DEFENSE** HP 170 RP 5

**EAC** 24; **KAC** 26

**Fort** +12; **Ref** +10; **Will** +11

**Resistances** cold or fire 15

### **OFFENSE**

**Speed** 30 ft.

**Melee** ultrathin longsword +22 (4d8+15 S)

**Ranged** Foundry rime-class zero pistol +19 (2d6+10 C; critical staggered [DC 17])

**Offensive Abilities** flashing strikes, stellar revelations (black hole [30-ft.-radius, pull 20 ft., DC 17], crush [DC 17], soul furnace, supernova [15-ft. radius, 11d6 F, DC 17]), zenith revelations (time dilation [DC 17, 10 rounds])

### **TACTICS**

**Before Combat** Xavra drinks a *serum of enhancement* (commando), the effects of which have already been factored into his statistics.

**During Combat** During the first few rounds of combat, Xavra shoots his zero pistol from his position on the balcony, while barking orders at his followers and building up graviton attunement. When he reaches full graviton attunement, he leaps down from the balcony to use his time dilation zenith revelation on as many PCs as possible. He then switches to photon mode while entering melee combat, eventually using his supernova revelation. Xavra uses soul furnace if any PC manages to impose an affliction on him. During the battle, Xavra refers to the PCs as “foul demons” and “unwanted outsiders.”

**Morale** Xavra is a fanatic and fights to the death to protect the temple from outsiders.

### **STATISTICS**

**Str** +5; **Dex** +8; **Con** +2; **Int** +0; **Wis** +2; **Cha** +3

**Skills** Acrobatics +21, Athletics +21, Intimidate +24, Mysticism +19, Survival +24

**Languages** Vulgar Kishaleen

**Other Abilities** solar manifestation (solar armor), stellar alignment

**Gear** freebooter armor III, Foundry rime-class zero pistol (functions as hailstorm-class zero pistol) with 2 batteries (20 charges each), ultrathin longsword, *celestial stole* (see page 45), *serum of enhancement* (commando)

### **Time Dilation (Su)**

When you're fully graviton-attuned, you can make time pass more slowly for your enemies. As a standard action, you can project a gravitational wave in a 30-foot cone. You choose which creatures in the cone are affected and which ones aren't. Each target must succeed at a Fortitude save or be affected by *slow* for a number of rounds equal to your solarian level

### **SLOW**

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered (see page 277) and can take only a single move action or standard action each turn, but not both, and it can't take full actions. A slowed creature moves at half its normal speed (round down to the next 5-foot increment).