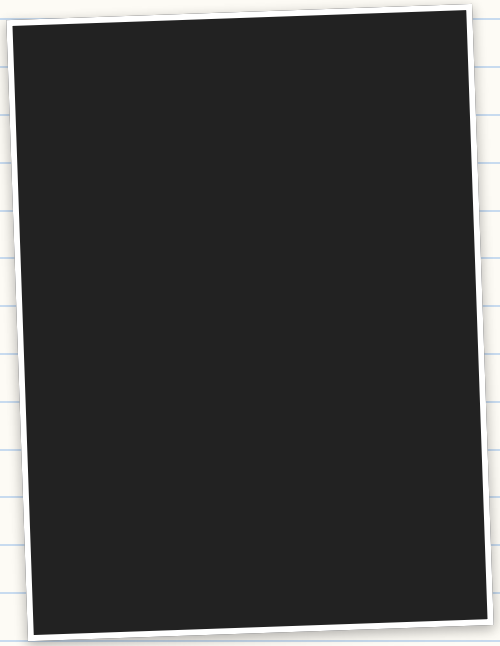
Riva

Siobhan Thompson as Riva

SEASON 17



RACE
Aguatunisian

CLASS
Consular (Way of Suggestion)

LEVEL
6

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-1	+5	+5

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
12	—	6	—

End of A Starstruck Odyssey — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: A Starstruck Odyssey wiki (fan project), every value links to its moment on the site.

Riva

FULL SHEET

Skills

- Medicine +8
- Persuasion +6

Saving throws

- Wisdom +8

Features

- **Empathic** — Character feature on the card. SOE1 00:07:12
- **Psychic Push-Pull** — Probes a clamping pilot's mind and pushes his buttons to unclamp the ship. SOE1 01:20:53, SOE1 01:21:50
- **Probe Mind** — Reads the surface thoughts of the pilot inside a clamped ship; no saving throw for upper-level thoughts. SOE1 01:20:53
- **Psychic Adept** — Background: instinctively knows where or from whom to obtain something. SOE3 01:06:47
- **Subtle Control** — Used on Hyacinth; she rolls with disadvantage. SOE3 01:53:22
- **Battle Precognition** — Raises AC to 15. SOE3 01:40:23
- **Telemetry** — Reads the history of an object; tracks a truck. SOE3 02:01:14
- **Psychic Shunt** — Quickened Psychic Shunt. SOE4 00:42:10
- **Disarm** — Strength or Dexterity save, target chooses (used on Jan de la Vega). SOE5 01:44:40
- **Psychic Concealment** — Cast on Gnosis and on Zortch. SOE7 00:20:08
- **Spell points** — Six of 26 spell points go on daily Psychic Concealment. SOE8 01:50:50
- **Psychic Confusion** — Heightened Psychic Confusion on the lieutenant; Quickened Disarm on a deputy. SOE8 00:19:59, SOE8 00:20:46
- **Inspiring Display** — Five temporary hull points and a d6 to two people. SOE9 01:05:39
- **Link to Skip** — Riva keeps the minds linked through the drone; "Riva, you feel something". SOE10 01:08:43
- **Improved Feedback** — 8 damage to Barry Nyne, who must run. SOE11 00:38:51
- **Uplifting Directive** — Plus five hull points and Inspiring Display dice for the ship. SOE11 01:43:01
- **Phase walk** — Phasewalks to a different room of the ship. SOE11 00:38:06
- **Probe Mind range** — Reads minds within 30 feet for up to a minute; not androids or constructs. SOE16 01:59:20

Spells

- **Affect Mind** — Cast on Autumn to make her like the coffee more. SOE2 00:05:41
- **Calm Emotions** — Makes a target indifferent about chosen creatures. SOE3 00:17:56
- **Affect Mind (RecPol)** — Cast on a RecPol; the save succeeds (DC 14). SOE3 01:35:32
- **Affliction** — Con save against the blonde UFTP man. SOE4 00:41:06
- **Mage Hand** — Used on a dead man's phone. SOE4 01:17:45
- **Hallucination** — Cast on a dog from within 60 feet. SOE4 02:42:05
- **Hallucination (Heightened)** — Heightened Power, ready for the Sheriff. SOE7 02:09:34
- **Psychic Repulse** — Third-level spell: creatures within 20 feet make a Dexterity save or take 8d6 force damage and are pushed back five feet. SOE18 00:31:11, SOE18 00:31:25

Items

- **Psychodrone** — Riva's psychic prosthesis: a drone body Riva operates. SOE3 00:57:54, SOE5 00:04:11
- **Psychodrone (water bulb)** — Card: a drone body that carries Riva while the Aguatunisian stays in a water bulb. SOE5 00:04:11
- **Fridge magnets** — Riva collects them and covers the drone in them. SOE6 01:13:26
- **Rocket boots** — For the psychodrone. SOE10 00:03:16
- **Psychodrone shattered** — The drone body is shattered by Brutus; a spare psychodrone wakes up. SOE13 01:19:38