

Worran Qualar

Male human psychic 3

NG Medium humanoid

Init +1; **Senses** Perception +8

Languages Common, Dwarven, Elven, Gnome, Halfling

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 27 (3 HD)

Fort +4, **Ref** +2, **Will** +5

OFFENSE

Speed 20 ft. (4 squares), 30 ft. without armor

Melee mwk morningstar +4 (1d8+3) or
mwk longsword +0 (1d8+3/19-20)

Ranged mwk sling +3 (1d4+2)

Special Attacks phrenic amplifications (focused force, mindtouch), phrenic pool (3/day)

Spell-Like Abilities (CL 3rd; Concentration +7)

1/day – *detect thoughts*

Psychic Spells Known (CL 3rd; Concentration +7)

1st (6/day) – *color spray, magic missile, shield*

0 (at will) – *dancing lights, detect poison, ghost sound, prestidigitation, resistance*

Psychic Discipline Psychedelia

STATISTICS

Abilities Str 14 (+2), Dex 12 (+1), Con 16 (+3), Int 18 (+4), Wis 14 (+2), Cha 7 (–2)

Base Atk +1; **CMB** +3; **CMD** 14

Feats Armor Proficiency (light^B, medium, heavy)

Skills Bluff +4, Craft (alchemy) +10, Diplomacy +4, Intimidate +4, Perception +8, Sense Motive +8, Spellcraft +10; **Armor Check Penalty** –5

SQ cognatogen, detect thoughts, drug resistance

Combat Gear antitoxin (3), *potions of cure light wounds* (3), sling bullets (10), zerk (3); **Other Gear**

masterwork full plate, masterwork longsword (for show only), masterwork morningstar, masterwork sling, psychic's kit, tender (41gp, 9sp)

Encumbrance light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 92 lb. 3 oz. (excluding tender)

SPECIAL ABILITIES

Cognatogen (Su) Once per day, you can create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. When you imbibe a cognatogen, you gain a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 1 minute per psychic level. In addition, while the cognatogen is in effect, you take a –2 penalty to one of your physical ability scores. If the cognatogen enhances your Intelligence, it applies a penalty to your Strength. If it enhances your Wisdom, it applies a penalty to your Dexterity. If it enhances your Charisma, it applies a penalty to your Constitution. Otherwise, this ability works just like the alchemist's mutagen ability. When the effect of the cognatogen ends, you take 2 points of ability damage to the ability score penalized by the cognatogen.

Drug Resistance (Ex) When you ingest drugs, you take half as much ability damage (minimum 1). You also gain a +4 bonus on saving throws to avoid becoming addicted to a drug or to overcome being addicted.

Focused Force (Su) When casting a force spell, you can increase the spell's damage by spending 1 point from your phrenic pool. Increase the die size for the spell's damage by one step (from 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, or 1d10 to 1d12). This increases the size of each die rolled. This amplification can be linked only to spells that deal force damage, and only if that damage includes a die value. A spell that already uses d12s for damage can't be amplified in this way.



Mindtouch (Su) You can spend 1 point from your phrenic pool to probe one target's mind if that creature is affected by the linked spell. If the target of the linked spell fails its saving throw or is hit by the spell, you detect its surface thoughts (as the 3rd-round effect of *detect thoughts*). If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the thought-detection effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to spells that affect a target or an area. If the linked spell can affect more than one creature, you can attempt to detect more than one target's thoughts by spending 1 additional point per creature beyond the first. You must select these targets when you cast the spell and spend the points. This is a mind-affecting effect.