

Newman

NAME	PLAYERNAME		DEITY	Neutral Good	
Psy6	15000	Illan	Medium	5' 6"	ALIGNMENT
CLASS	EXPERIENCE	RACE	SIZE	156 lbs.	Normal
6	21000	17	None	Blue	VISION
Character Level	NEXT LEVEL	AGE	GENDER	Blond,	-1
			EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED			
STR Strength	10	+0	10	+0	10	+0	VP Vitality	68											WP Wound Points	12						Walk 30 ft.				
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	19	17	19	10	0	0	2	0	0	7		0	+0	0									
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST									
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier	+5	+2	+3	SKILLS																			
INT Intelligence	16	+3	16	+3	16	+3		TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY																			
WIS Wisdom	20	+5	20	+5	20	+5	BASE ATTACK bonus						SKILL NAME																	
CHA Charisma	16	+3	16	+3	16	+3							SKILL MODIFIER																	
													ABILITY MODIFIER																	
													MAX RANKS																	
													9/4.5																	
													MISC MODIFIER																	
													RANKS																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0		
WILL (wisdom)	+10	+5	+5	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+4	+0	+0	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+4	+4	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3	20/x2	5 ft.

*Psychic Staff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d6+3				
Special Properties	Embedded crystal ~ Maintain Psychic (Mental Contact) with team as free action.					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Skill Name		Key Ability	Skills				9/4.5
			Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓	Appraise	INT	3	=	3	+	+
✓	Balance	DEX	2	=	2	+	+
✓	Bluff	CHA	3	=	3	+	+
✓	Climb	STR	0	=	0	+	+
✓	Concentration	CON	1	=	1	+	+
✓	Craft (Untrained)	INT	3	=	3	+	+
✓	Diplomacy	CHA	3	=	3	+	+
✓	Disguise	CHA	3	=	3	+	+
✓	Escape Artist	DEX	2	=	2	+	+
✓	Forgery	INT	3	=	3	+	+
✓	Gather Information	CHA	3	=	3	+	+
✓	Heal	WIS	5	=	5	+	+
✓	Hide	DEX	2	=	2	+	+
✓	Initiative	DEX	5	=	2	+	3.0
✓	Intimidate	CHA	3	=	3	+	+
✓	Jump	STR	0	=	0	+	+
✓	Listen	WIS	5	=	5	+	+
✓	Move Silently	DEX	2	=	2	+	+
✓	Perception	WIS	9	=	5	+	4.0
	Pilot	DEX	3	=	2	+	1.0
X	Psychic (Blink Teleport)		9	=	0	+	9.0
X	Psychic (Body Control)	WIS	5	=	5	+	+
X	Psychic (Empathy)	WIS	5	=	5	+	+
X	Psychic (Enhance Senses)	WIS	14	=	5	+	9.0
X	Psychic (Mental Contact)	CHA	23	=	3	+	9.0
X	Psychic (Psychic Healing)	WIS	14	=	5	+	9.0
X	Psychic (Psychic Sense)	WIS	5	=	5	+	+
X	Psychic (Psychic Shield)	WIS	7	=	5	+	+
X	Psychic (Telekinesis)	INT	11	=	3	+	8.0
X	Psychic (Telekinetic Blast)	INT	12	=	3	+	9.0
X	Psychic (Telekinetic Grip)	INT	12	=	3	+	9.0
X	Psychic (Telekinetic Shield)	INT	12	=	3	+	9.0
X	Psychic (Teleport)	INT	12	=	3	+	9.0
✓	Ride	DEX	2	=	2	+	+
✓	Sense Motive	WIS	5	=	5	+	+
✓	Spot	WIS	5	=	5	+	+
✓	Stealth	DEX	11	=	2	+	4.0
✓	Survival	WIS	5	=	5	+	+
✓	Swim	STR	0	=	0	+	+
✓	Use Computer	INT	4	=	3	+	1.0
✓	Use Rope	DEX	2	=	2	+	+
				=		+	+
						+	+
✓: can be used untrained. X: exclusive skills							

✓: can be used untrained. ✗: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Psychic Staff	Equipped	1	2.0	16000.0
Embedded crystal ~ Maintain Psychic (Mental Contact) with team as free action.				
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	16000.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES
+2 racial bonus on Mental Contact and Psychic Shield checks.
Illan can use Mental Contact (CHA) and Psychic Shield (WIS) untrained.
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain a bonus to use Psychic (Mental Contact) only on fellow team members.
The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8).

FEATS	
Energy Shield	You have the ability to psychokinetically shield yourself from harmful energy.
Imbue Weapon	You can focus your powers to imbue a melee weapon with psychic force.
Multitasking	You can maintain multiple psychic skills with less difficulty.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychokinesis	You have the potential to learn psychokinesis skills.
Psychometabolism	You have the potential to learn psychometabolism skills.
Psychoportation	You have the potential to learn psychoportation skills.
Speed Burst	You can take an extra move action 3 times per day
Psychic Ability	You have the potential to acquire psychic feats and skills.
Simple Weapon Proficiency	Use simple weapons normally.
Telepathy	You have the potential to learn telepathy skills.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Draconic, Drow Sign Language, Elven

TEMPLATES
Truename

Notes:

Character Sheet Notes: