

Rao

Character Name

d8E 4, Psion , d4E 1

CLASS

5 (5)

10000 / 15000

Character Level (CR)

EXP / NEXT LEVEL

Calvin

Player Name

Human (Psionic) / Humanoid

RACE

23

Female

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

Blue

EYES

None

Region

5' 7" / 156 lbs.

HEIGHT / WEIGHT

Black

HAIR

None

Alignment

Normal

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

12

+1

DEX

Dexterity

14

+2

CON

Constitution

10

+0

INT

Intelligence

19

+4

WIS

Wisdom

10

+0

CHA

Charisma

10

+0

HP

hit points

29

AC

armor class

12

10

12

10

0

0

2

0

0

0

0

0

0

0

0

0

0

0

0

INITIATIVE

modifier

+2

+2

+0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+1

20/x2

5 ft.

Touch Attack (Ray)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Ray

+4

As Spell

20 /x2

0>

*Shortspear

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

20/x3

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+3

1d6+1

2W-P-(OH)

-3

1d6+1

1H-O

-1

1d6

2W-P-(OL)

-1

1d6+1

2H

+3

1d6+1

2W-OH

-7

1d6

Range: 20 ft.

To Hit: +4

Damage: 1d6+1

30 ft.

40 ft.

60 ft.

80 ft.

100 ft.

TH

+2

+2

+0

-2

-4

Dam

1d6+1

1d6+1

1d6+1

1d6+1

1d6+1

*: 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

Psionics

Base PP:

35

Bonus PP:

12

Total PP:

47

Current PP:

TOTAL SKILLPOINTS: 56		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	2	=	2				
✓	Appraise	INT	4	=	4				
	Arcana	INT	14	=	4	+	8	+	2
✓	Athletics	STR	1	=	1				
✓	Craft (Untrained)	INT	4	=	4				
✓	Deception	CHA	8	=	0	+	8		
✓	Endurance	CON	0	=	0				
✓	Gather Information	CHA	0	=	0				
✓	Heal	WIS	0	=	0				
✓	Insight	WIS	8	=	0	+	8		
✓	Knowledge (Psionics)	INT	12	=	4	+	8		
✓	Perception	WIS	8	=	0	+	8		
✓	Persuasion	CHA	2	=	0			+	2
✓	Persuasion (Diplomacy)	CHA	4	=	0			+	4
✓	Psicraft	INT	14	=	4	+	8	+	2
✓	Ride	DEX	2	=	2				
✓	Stealth	DEX	2	=	2				
✓	Survival	WIS	0	=	0				
✓	Survival (Find or follow tracks)	WIS	2	=	0			+	2
✓	Thievery	DEX	10	=	2	+	8		
✓	Thievery (Sleight of Hand)	DEX	12	=	2	+	[8]	+	2
✓	Use Rope	DEX	2	=	2				
								+	+
								+	+

✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Rao
Player: Calvin

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen 6.01.00-dev on Jan 26, 2013 at 1:54:56 PM

Level:5 (CR:5)
Page 1

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Shortspear	Equipped	1	3	1
TOTAL WEIGHT CARRIED/VALUE			3 lbs.	/ 1 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES	
Common	

Special Attacks	
Warcraft +2 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -0, Dying -1 and Dead -11 1 extra feat at 1st level. 1 extra feat at 1st level.	[Eclipse] [Is This It]
Humanoid Traits Humanoids eat/sleep/breathe	[Is This It, TypesSubtypesAbilities.rtf]
Psionic Total Power Points 47; Base Power Points 35; Bonus Power Points 12	[RSRD]
Weapon Proficiency (Small Group of Simple Weapons) (Club, Crossbow (Heavy), Crossbow (Light), Shortspear) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (To the Liege) You have duties. Grants 2 CP per level. [+10 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills / L-2) +2 CP towards Skills per level. [+16 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Compulsive (TBD) You have the listed compulsions.	[Eclipse, p.18]
History You have a written history for the GM.	[Eclipse, p.19]
Unluck 2's become 1's due to unluck.	[Eclipse, p.20]

Spell Caster Information	
Psion Psion Level 6, Casterlevel is 6	[Eclipse, p.11]

Eclipse Abilities	
Character Points Total Character Points Total 194, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 4 is 0 CP HD 8 deducts 16 CP	[Eclipse]
Metamagic / Amplify Augment (+2 SL) adds +50% to the effect inflicted. Maximize (+3 SL) gets maximum value for effects. Double Effect (+4 SL) doubles effect inflicted. Double Maximized (+7 SL) maximizes and doubles a spell's effects.	[Eclipse, p.56]
Power Words Store up to 3 total spell levels; 1/round [Move-Equivalent] release a spell.	[Eclipse, p.39]
Witchcraft (2x) 12 Power Points, Save DC Will 13	[Eclipse, p.109]

Witchcraft Abilities	
Witchcraft / The Adamant Will This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	[Eclipse, p.110]
Witchcraft / The Inner Eye Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.	[Eclipse, p.110]
Witchcraft / Wightsight Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	[Eclipse, p.110]
Pact of Service / Guardianship (Entrusted with a Relic) the classic duty, involves watching over some relic, making sure that no one opens some mystic gate, educating and guiding some young ruler-to-be, protecting forests, or any other part-time but relatively straightforward and perpetual task.	[Eclipse, p.111]
Pact of Infusion / Possession (tbd) takes hold of the character at various intervals. On the bright side, the GM can sometimes take actions for the character when he or she's been rendered unconscious or stunned. On the downside, this causes the character to sometimes take actions he or she doesn't want to. NPC's sometimes go mad from the mental strain, but most PC's are made of tougher stuff.	[Eclipse, p.112]
Pact of Infusion / Hunted (Someone want the relic I have been intrusted with and they want to destory my patron) means the character is being stalked by an enemy of his or her patron. The Witch has become a prime target in a feud that may be older than his or her species. On the bright side, he or she has a handy party for protection - or the party is the foe and the GM doesn't have to worry about complications.	[Eclipse, p.112]
Path of Earth / Longevity Add 2d6x10 years to the duration of each of the Witch's age categories. Adding 6 CP to this ability allows users to modify their apparent age and any physical details of their appearance at will.	[Eclipse, p.119]
Path of Air / The Sight This ~ sometimes uncontrollable ability allows the Witch to see other times and places, read the future written in the stars, cards, or crystal balls, or otherwise seek guidance by auguries. A reading costs 1 Power, and may sometimes give the Witch a vague idea of whether the future holds danger or peace ~ i.e., which one the GM has planned today. Using clairsentience costs 3 Power unless it is being used on very close things ~ like listening accurately through a wall, in which case it costs 1 Power. Similar effects, such as pathfinding or locating thieves of the Witch's personal goods cost 2 Power.	[Eclipse, p.120]
Path of Air / Breath of Life This talent allows the Witch to use Animate Object on any single object of large size or smaller for 3 Power; the effect lasts for 1 hour.	[Eclipse, p.121]

Feats	
Power Specialization You deal more damage with your powers.	[RSRD, PsionicFeats.rtf]
Split Psionic Ray You can affect two targets with a single ray.	[RSRD, PsionicFeats.rtf]

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Gauntlet, Grapple, Shortspear, Spells (Ray), Unarmed Strike	

TEMPLATES	
Psionic	

Psion Powers

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	5	4	4	—	—	—	—	—	—
PER DAY	—	at will	at will	at will	—	—	—	—	—	—

LEVEL 1 / Per Day:0 / Caster Level:6

Power Points	Name	School	Time	Duration	Range	Source
1	Crystal Shard	Metacreativity (Creation)	1 standard action	Instantaneous	Close (40 ft.)	RSRD:PsionicPowersA-C.rtf
[Au Me] TARGET: Ray; EFFECT: Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage. Augment: For every additional power point you spend, this power's damage increases by 1d6 points. [SR:No]						
1	Disable	Telepathy (Compulsion) [Mind-Affecting]	1 standard action	6 minutes [D]	20 ft.	RSRD:PsionicPowersD-F.rtf
[Vi] TARGET: Cone-shaped emanation centered on you; EFFECT: You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled [see page 307 of the Player's Handbook]. Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat. Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion [although the damage still counts against its actual current hit points]. Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1. In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points. [SR:Yes; DC:15, Will negates]						
1	Energy Ray	Psychokinesis [See text]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:PsionicPowersD-F.rtf
[Au] TARGET: Ray; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray. Cold: A ray of this energy type deals +1 point of damage per die. Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A ray of this energy type deals +1 point of damage per die. Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest.Augment: For every additional power point you spend, this power's damage increases by one die [d6]. [SR:Yes]						
1	Entangling Ectoplasm	Metacreativity (Creation)	1 standard action	5 rounds	Close (40 ft.)	RSRD:PsionicPowersD-F.rtf
[Ma Vi] TARGET: One medium or smaller creature; EFFECT: You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration. Augment: For every 2 additional power points you spend, this power can affect a target one size category larger. [SR:No]						
1	Mind Thrust	Telepathy [Mind-Affecting]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:PsionicPowersG-P.rtf
[Au] TARGET: One creature; EFFECT: You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it. Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1. [SR:Yes; DC:15, Will negates]						

LEVEL 2 / Per Day:0 / Caster Level:6

Power Points	Name	School	Time	Duration	Range	Source
3	Energy Push	Psychokinesis [See text]	1 standard action	Instantaneous	Medium (160 ft.)	RSRD:PsionicPowersD-F.rtf
[Au Vi] TARGET: Ray; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check [DC equal to the save DC of this power], the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact [no save]. The movement caused by energy push does not provoke attacks of opportunity. Cold: A blast of this energy type deals +1 point of damage per die [damage from impact remains at 2d6 points]. The saving throw to reduce damage from a cold push is a Fortitude save instead of a Reflex save. Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A blast of this energy type deals +1 point of damage per die [damage from impact remains at 2d6 points]. Sonic: A blast of this energy type deals -1 point of damage per die [damage from impact remains at 2d6 points] and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest. Augment: For every 2 additional power points you spend, this power's damage increases by one die [d6] and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object. [SR:Yes; DC:16, Reflex half or Fortitude half, see text]						
3	Energy Stun	Psychokinesis [See text]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:PsionicPowersD-F.rtf
[Au] TARGET: 5-ft.-radius burst; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round. Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold stun is a Fortitude save instead of a Reflex save. Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A stroke of this energy type deals +1 point of damage per die. Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest. Augment: For every additional power point you spend, this power's damage increases by one die [d6] and its save DC increases by 1. [SR:Yes; DC:16, Reflex half or Fortitude half, see text]						
3	Levitate, Psionic	Psychopotation	1 standard action	60 min. [D]	Personal or close	RSRD:PsionicPowersG-P.rtf
[OI] TARGET: You or one willing creature or one object [total weight up to 600 lb.]; EFFECT: As the levitate spell, except as noted here. Special: When a psion, wilder, or a psychic warrior manifests this power, the target is the manifester [not a willing creature or an object]. [SR:Yes (harmless, object)]						
3	Tongues, Psionic	Telepathy [Mind-Affecting]	1 standard action	60 min.	Personal	RSRD:PsionicPowersQ-W.rtf
[None] TARGET: You; EFFECT: As the tongues spell, except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.						

LEVEL 3 / Per Day:0 / Caster Level:6

Power Points	Name	School	Time	Duration	Range	Source
5	Darkvision, Psionic	Clairsentience	1 standard action	6 hours	Personal	RSRD:PsionicPowersD-F.rtf
[Vi] TARGET: You; EFFECT: As the darkvision spell, except as noted here. [SR:No]						
5	Energy Bolt	Psychokinesis [See text]	1 standard action	Instantaneous	120 ft.	RSRD:PsionicPowersD-F.rtf
[Au] TARGET: 120-ft. line; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips. Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold bolt is a Fortitude save instead of a Reflex save. Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A bolt of this energy type deals +1 point of damage per die. Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest.Augment: For every additional power point you spend, this power's damage increases by one die [d6]. For each extra two dice of damage, this power's save DC increases by 1. [SR:Yes; DC:17, Reflex half or Fortitude half, see text]						
5	Energy Burst	Psychokinesis [See text]	1 standard action	Instantaneous	40 ft.	RSRD:PsionicPowersD-F.rtf
[Au] TARGET: 40-ft.-radius burst centered on you; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage. Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold burst is a Fortitude save instead of a Reflex save. Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A burst of this energy type deals +1 point of damage per die.Sonic: A burst of this energy type deals -1 point of damage per die and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest. Augment: For every additional power point you spend, this power's damage increases by one die [d6]. For each extra two dice of damage, this power's save DC increases by 1. [SR:Yes; DC:17, Reflex half or Fortitude half, see text]						
5	Touchsight	Psychometabolism	1 standard action	6 min. [D]	Personal; see text	SRD:PsionicPowersQ-W.rtf
[Vi] TARGET: You; EFFECT: You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your touchsight field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures. Augment: For every 2 additional power points you spend, the radius of your touchsight field increases by 10 feet.						

* =Domain/Specialty Spell

Rao

Human (Psionic)

RACE

23

AGE

Vision Test: Normal

Female

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

156 lbs.

WEIGHT

Blue

EYE COLOUR

Caucasian

SKIN COLOUR

Black,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

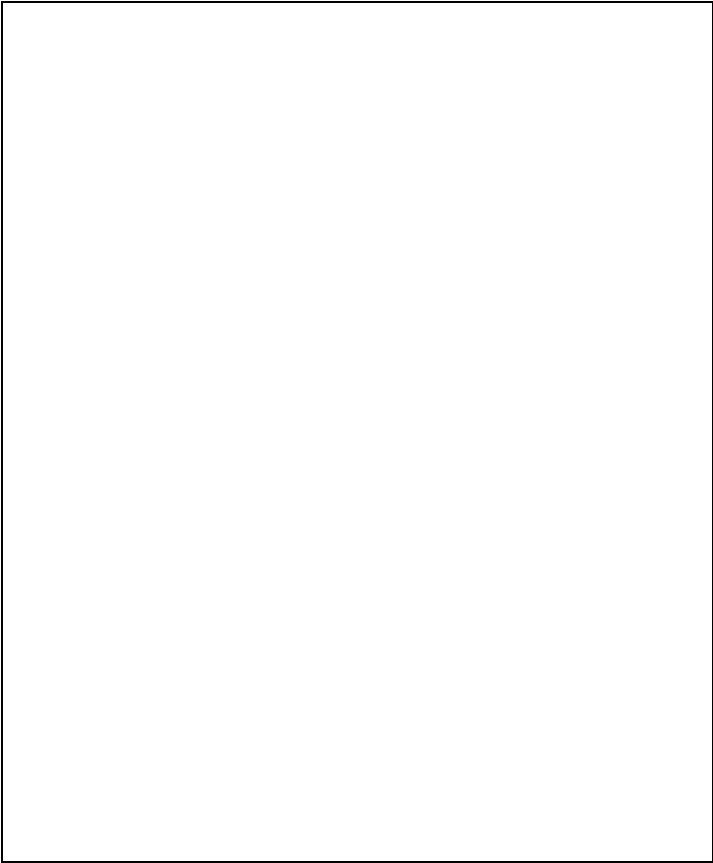
Race Sub Type

Any

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Normal



Description:
Biography: