

Harashamon

NAME Psy20						PLAYERNAME Illan						DEITY Medium						CHAOTIC EVIL Normal																	
CLASS 20						EXPERIENCE 190000						RACE 150						SIZE 6' 0"						WEIGHT 160 lbs.											
Character Level 20						NEXT LEVEL 210000						AGE 150						GENDER Male						EYES HAIR						POINTS -1					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	27	+8	27	+8	27	+8
WIS Wisdom	26	+8	32	+11	32	+11
CHA Charisma	20	+5	20	+5	20	+5

VP Vitality	341	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	14	DAMAGE REDUCTION		SPEED Walk 30 ft.	
AC armor class	42	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
			40	29	10	8	0	2	0	5	17

INITIATIVE modifier	+6	=	+2	+	+4	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+15/+10/+5							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	=	+6	+2	+5	+0	+0	
REFLEX (dexterity)	+13	=	+6	+2	+5	+0	+0	
WILL (wisdom)	+28	=	+12	+11	+5	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+15/+10/+5	=	+15/+10/+5	+0	+0	+0	+0
RANGED attack bonus	+17/+12/+7	=	+15/+10/+5	+2	+0	+0	+0
GRAPPLE attack bonus	+15/+10/+5	=	+15/+10/+5	+0	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10/+5	1d8	20/x2	5 ft.

*: 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
*Belt, Monk's		+12		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5	MISC MODIFIER
✓ Appraise	INT	8	=	8	+	+	
✓ Balance	DEX	4	=	2	+	+	2
✓ Bluff	CHA	5	=	5	+	+	
✓ Climb	STR	0	=	0	+	+	
✓ Concentration	CON	20	=	2	+	18.0	+
✓ Craft (Untrained)	INT	8	=	8	+	+	
✓ Diplomacy	CHA	5	=	5	+	+	
✓ Disguise	CHA	5	=	5	+	+	
✓ Escape Artist	DEX	2	=	2	+	+	
✓ Forgery	INT	8	=	8	+	+	
✓ Gather Information	CHA	5	=	5	+	+	
✓ Heal	WIS	11	=	11	+	+	
✓ Hide	DEX	2	=	2	+	+	
✓ Intimidate	CHA	5	=	5	+	+	
✓ Jump	STR	2	=	0	+	+	2
✓ Listen	WIS	33	=	11	+	22.0	+
✓ Move Silently	DEX	2	=	2	+	+	
✗ Psychic (Adaptation)	WIS	30	=	11	+	19.0	+
✗ Psychic (Apport)	INT	27	=	8	+	19.0	+
✗ Psychic (Blink Teleport)		19	=	0	+	19.0	+
✗ Psychic (Body Control)	WIS	30	=	11	+	19.0	+
✗ Psychic (Dimensional Phase)		19	=	0	+	19.0	+
✗ Psychic (Drain Ability (CON))	WIS	22	=	11	+	11.0	+
✗ Psychic (Empathy)	WIS	11	=	11	+	+	
✗ Psychic (Illusion)	CHA	10	=	5	+	5.0	+
✗ Psychic (Life Extension)	WIS	18	=	11	+	7.0	+
✗ Psychic (Mental Contact)	CHA	27	=	5	+	20.0	2
✗ Psychic (Psychic Healing)	WIS	16	=	11	+	5.0	+
✗ Psychic (Psychic Sense)	WIS	11	=	11	+	+	
✗ Psychic (Psychic Shield)	WIS	13	=	11	+	+	2
✗ Psychic (Psychic Weapon)	WIS	12	=	11	+	1.0	+
✗ Psychic (Telekinesis)	INT	31	=	8	+	23.0	+
✗ Psychic (Telekinetic Blast)	INT	31	=	8	+	23.0	+
✗ Psychic (Telekinetic Grip)	INT	31	=	8	+	23.0	+
✗ Psychic (Telekinetic Shield)	INT	27	=	8	+	19.0	+
✗ Psychic (Teleport)	INT	28	=	8	+	20.0	+
✓ Ride	DEX	2	=	2	+	+	
✓ Search	INT	8	=	8	+	+	
✓ Sense Motive	WIS	11	=	11	+	+	
Spellcraft	INT	13	=	8	+	5.0	+
✓ Spot	WIS	33	=	11	+	22.0	+
✓ Survival	WIS	11	=	11	+	+	
✓ Swim	STR	0	=	0	+	+	
✓ Tumble	DEX	7	=	2	+	5.0	+
✓ Use Rope	DEX	2	=	2	+	+	
			=	+	+		
			=	+	+		

✓: can be used untrained. ✗: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Belt, Monk's	Equipped	1	1.0	13000.0	
Bracers of Tharizdun <small>(Bracers AC Bonus (Profane) (+5)), Profane bonus to armor class of +5</small>	Equipped	1	0.0	62500.0	
Cloak of Resistance +5	Equipped	1	1.0	25000.0	
Holy Symbol (Tharizdun) <small>(Amulet WIS +4), Enhancement bonus to ability WIS)+6</small>	Equipped	1	0.0	36000.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Robe (Armor Bonus (Enhancement) (+8)/Natural Armor Bonus (Enhancement) (+5)) <small>Enhancement bonus to armor class of +8, Natural Armor bonus to armor class of +5</small>	Equipped	1	0.0	164000.0	
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	300500.0 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.
The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8).

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Psychic Construct	You can create and empower psychic constructs.
Empower Talent	You can strengthen the effects of your psychic skills.
Energy Shield	You have the ability to psychokinetically shield yourself from harmful energy.
Flight	Telekinetic flight is easier for you.
Imbue Weapon	You can focus your powers to imbue a melee weapon with psychic force.
Improved Initiative	+4 bonus on initiative checks.
Improved Toughness	Gain hp equal to your current HD
Intuitive Sense*	Keep Dexterity bonus to AC when flat footed
Maximize Talent	Using this feat, you can maximize the effects of your psychic skills.
Multitasking	You can maintain multiple psychic skills with less difficulty.
Psychic Invisibility	You can focus your energies to block your presence from the minds of others.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychic Weapon	You have the potential to learn the Psychic Weapon skill.
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.
Quicken Talent	You can use psychic skills more quickly than normal.
Reduced Strain (Psychic (Telekinetic Blast))	One of your psychic skills causes less strain on you.
Sensitive	50% chance to sense magic
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

LANGUAGES
Abyssal, Common, Draconic, Elven, Giant, Ignan, Terran, Treant, Undercommon

TEMPLATES
Truename

Notes:

Character Sheet Notes: