

Harashamon

NAME

Psc20

190000

CLASS

20

210000

Character Level

NEXT LEVEL

PLAYERNAME

Human

Medium

RACE

150

Male

AGE

GENDER

DEITY

6' 0"

160 lbs.

HEIGHT

WEIGHT

VISION

0

ALIGNMENT

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

10

+0

10

+0

10

+0

DEX

14

+2

14

+2

14

+2

CON

14

+2

14

+2

14

+2

INT

24

+7

24

+7

24

+7

WIS

28

+9

28

+9

28

+9

CHA

20

+5

20

+5

20

+5

VP

300

WOUNDS/CURRENT HP

AC

25

FLAT

23

TOUCH

21

TOTAL

WOUND DAMAGE

10

ARMOR BONUS

8

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

5

MISS CHANCE

WP

14

Wound Points

DAMAGE REDUCTION

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 30 ft.

INITIATIVE

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

+15/+10/+5

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

TEMP

REFLEX

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

TEMP

WILL

+21

=

+12

+

+9

+

+0

+

+0

+

+0

+

TEMP

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+15/+10/+5

=

+15/+10/+5

+

+0

+

+0

+

+0

+

+0

+

TEMP

RANGED

+17/+12/+7

=

+15/+10/+5

+

+2

+

+0

+

+0

+

+0

+

TEMP

GRAPPLE

+15/+10/+5

=

+15/+10/+5

+

+0

+

+0

+

+0

+

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+15/+10/+5

1d3

20/x2

\*: 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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5	MISC MODIFIER
✓ Appraise	INT	7	=	7	+	+	
✓ Balance	DEX	4	=	2	+	+	2
✓ Bluff	CHA	5	=	5	+	+	
✓ Climb	STR	0	=	0	+	+	
✓ Concentration	CON	20	=	2	+	18.0	+
✓ Craft (Untrained)	INT	7	=	7	+	+	
✓ Diplomacy	CHA	5	=	5	+	+	
✓ Disguise	CHA	5	=	5	+	+	
✓ Escape Artist	DEX	2	=	2	+	+	
✓ Forgery	INT	7	=	7	+	+	
✓ Gather Information	CHA	5	=	5	+	+	
✓ Heal	WIS	9	=	9	+	+	
✓ Intimidate	CHA	5	=	5	+	+	
✓ Jump	STR	2	=	0	+	+	2
✓ Listen	WIS	9	=	9	+	+	
× Psychic-Adaptation	WIS	28	=	9	+	19.0	+
× Psychic-Apport	INT	26	=	7	+	19.0	+
× Psychic-Blink Teleport		19	=	0	+	19.0	+
✓ × Psychic-Body Control	WIS	28	=	9	+	19.0	+
× Psychic-Dimensional Phase		19	=	0	+	19.0	+
× Psychic-Drain Ability (CON)	WIS	20	=	9	+	11.0	+
✓ × Psychic-Empathy	WIS	9	=	9	+	+	
× Psychic-Illusion	CHA	10	=	5	+	5.0	+
× Psychic-Life Extension	WIS	16	=	9	+	7.0	+
✓ × Psychic-Mental Contact	CHA	25	=	5	+	20.0	+
× Psychic-Psychic Healing	WIS	14	=	9	+	5.0	+
× Psychic-Psychic Weapon	WIS	10	=	9	+	1.0	+
× Psychic-Telekinesis	INT	30	=	7	+	23.0	+
× Psychic-Telekinetic Blast	INT	30	=	7	+	23.0	+
× Psychic-Telekinetic Grip	INT	30	=	7	+	23.0	+
× Psychic-Telekinetic Shield	INT	26	=	7	+	19.0	+
× Psychic-Teleport	INT	27	=	7	+	20.0	+
✓ Ride	DEX	2	=	2	+	+	
✓ Search	INT	7	=	7	+	+	
✓ Sense Motive	WIS	9	=	9	+	+	
✓ Sneak	DEX	2	=	2	+	+	
✓ Sneak (Hide)	DEX	2	=	2	+	+	
✓ Spellcraft	INT	12	=	7	+	5.0	+
✓ Spot	WIS	31	=	9	+	22.0	+
✓ Survival	WIS	9	=	9	+	+	
✓ Survival (Tracking)	WIS	9	=	9	+	+	
✓ 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
<b>Bracers of Tharizdun</b> (Bracers AC Bonus (Profane) (+5)), Profane bonus to armor class of +5	Equipped	1	0.0	62500.0
<b>Holy Symbol (Tharizdun)</b> (Amulet WIS +4), Enhancement bonus to ability WIS+6	Equipped	1	0.0	36000.0
<b>Outfit (Explorer's)</b>	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	98500.0 gp

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

SPECIAL ABILITIES
Class Defense=8 (Armor)
The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8).
Touch AC+4
You can harmlessly dissipate energy damage you might otherwise suffer. Make a Fortitude saving throw with a DC equal to 10 plus the damage dealt. Success means you take no damage. If the save fails, you take full damage. (3)

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	You get a +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.
Sensitive	You are particularly sensitive to the emotions and attitudes of other creatures.
Telepathy	You have the potential to learn telepathy skills.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

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

TEMPLATES
Truename

## Notes:

Character Sheet Notes: