

Newman

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|-----------------|------------|------|--------|-----------|--------|
| NAME | PLAYERNAME | | DEITY | ALIGNMENT | |
| Psy6 | Illan | | Medium | Normal | |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | VISION |
| 6 | 21000 | 17 | None | , | -1 |
| Character Level | NEXT LEVEL | AGE | GENDER | EYES | POINTS |

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | | | | | | | | | | | SPEED | | | | | | | | | | | | | | | | | |
|----------------------------|------------|----------|---------------|-------------|------------|----------|-------------------------------|-------|-------------------|--------------|----------------|---------------|---|---------------------------|----|------------------|-------|--------------|---|------|---|------|---|---------|---|------|--|-------------|---|----------------------|--|---------------------|--|--------------|
| STR Strength | 10 | +0 | 10 | +0 | 10 | +0 | VP Vitality | 62 | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | | WP Wound Points | 12 | DAMAGE REDUCTION | | 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 | | | | |
| | | | | | | | | 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 | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | TOTAL | | DEX MODIFIER | | MISC MODIFIER | | | | | | | | | | | | | | | | | | | | | | |
| INT Intelligence | 16 | +3 | 16 | +3 | 16 | +3 | BASE ATTACK bonus | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WIS Wisdom | 18 | +4 | 18 | +4 | 18 | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CHA Charisma | 16 | +3 | 16 | +3 | 16 | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 9/4.5 | |
|------------|----------|-------------|----------------|------------------|-----------|---------------|---|
| | | | | | RANKS | MISC MODIFIER | |
| ✓ | Appraise | INT | 3 | = | 3 | + | + |
| ✓ | Balance | DEX | 2 | = | 2 | + | + |
| ✓ | Bluff | CHA | 3 | = | 3 | + | + |
| ✓ | Climb | STR | 0 | = | 0 | + | + |

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|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| 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) | +9 | +5 | +4 | +0 | +0 | +0 | | |

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

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

| | | | | | |
|--------------------|--------|------|------|----------|-------|
| *Quarterstaff | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Both | B/B | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +4 | 1d6 | | | | |
| Special Properties | | | | | |

*: 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.

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|-------|------|----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-------|------|----|--------|-------|---------------|

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 9/4.5 |
|---|-------------|----------------|------------------|-----------|---------------|
| | | | | 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 | 4 | = | 4 | + |
| ✓ Hide | DEX | 2 | = | 2 | + |
| ✓ Initiative | DEX | 5 | = | 2 | + 3.0 |
| ✓ Intimidate | CHA | 3 | = | 3 | + |
| ✓ Jump | STR | 0 | = | 0 | + |
| ✓ Listen | WIS | 4 | = | 4 | + |
| ✓ Move Silently | DEX | 2 | = | 2 | + |
| ✓ Perception | WIS | 8 | = | 4 | + 4.0 |
| ✓ Pilot | DEX | 3 | = | 2 | + 1.0 |
| X Psychic (Blink Teleport) | | 9 | = | 0 | + 9.0 |
| ✓ X Psychic (Body Control) | WIS | 4 | = | 4 | + |
| ✓ X Psychic (Empathy) | WIS | 4 | = | 4 | + |
| X Psychic (Enhance Senses) | WIS | 13 | = | 4 | + 9.0 |
| ✓ X Psychic (Mental Contact) | CHA | 23 | = | 3 | + 9.0 |
| ✓ X Psychic (Psychic Healing) | WIS | 13 | = | 4 | + 9.0 |
| ✓ X Psychic (Psychic Sense) | WIS | 4 | = | 4 | + |
| ✓ X Psychic (Psychic Shield) | WIS | 6 | = | 4 | + 2 |
| 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 | 4 | = | 4 | + |
| ✓ Spot | WIS | 4 | = | 4 | + |
| ✓ Stealth | DEX | 11 | = | 2 | + 4.0 |
| ✓ Survival | WIS | 4 | = | 4 | + |
| ✓ Swim | STR | 0 | = | 0 | + |
| ✓ Use Computer | INT | 4 | = | 3 | + 1.0 |
| ✓ Use Rope | DEX | 2 | = | 2 | + |
| | | | = | | + |
| | | | = | | + |
| ✓: can be used untrained. X: exclusive skills | | | | | |

| EQUIPMENT | | | | |
|----------------------------|----------|-----|--------|--------|
| ITEM | LOCATION | QTY | WT | COST |
| Quarterstaff | Equipped | 1 | 4.0 | 0.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 4 lbs. | 0.0 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 | |
|---------------------------|--|
| 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. |
| 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 |
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| LANGUAGES |
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| Common, Draconic, Drow Sign Language, Elven |

| TEMPLATES |
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Notes:

Character Sheet Notes: