

Ruothilde

NAME

Ego1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Human (Psionic)

RACE

23

AGE

Medium

SIZE

Female

GENDER

DEITY

5' 7"

HEIGHT

156 lbs.

WEIGHT

ALIGNMENT

VISION

84

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

12

+1

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

10

+0

10

+0

10

+0

INT

Intelligence

18

+4

18

+4

18

+4

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

6

WOUNDS/CURRENT HP

AC

armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+0

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+0

+

+2

+

+0

+

+2

+

+0

+

WILL

(wisdom)

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

-3

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

5 ft.

\*Shortspear

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

20/x3

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+1

1d6+1

20 ft.

30 ft.

40 ft.

60 ft.

80 ft.

TH

+2

+0

+0

-2

-4

Dam

1d6+1

1d6+1

1d6+1

1d6+1

1d6+1

Special Properties

1H-P

1H-O

2H

2W-P-(OH)

2W-P-(OL)

2W-OH

ABILITY NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

Appraise

INT

4

=

4

+

+

Autohypnosis

WIS

4

=

0

+

4.0

+

Balance

DEX

4

=

2

+

2.0

+

Bluff

CHA

1

=

0

+

1.0

+

Climb

STR

1

=

1

+

+

Concentration

CON

4

=

0

+

4.0

+

Craft (Untrained)

INT

4

=

4

+

+

Diplomacy

CHA

1

=

0

+

1.0

+

Disguise

CHA

0

=

0

+

+

Escape Artist

DEX

2

=

2

+

+

Forgery

INT

4

=

4

+

+

Gather Information

CHA

0

=

0

+

+

Heal

WIS

4

=

0

+

4.0

+

Hide

DEX

2

=

2

+

+

Intimidate

CHA

1

=

0

+

1.0

+

Jump

STR

1

=

1

+

+

Knowledge (Psionics)

INT

6

=

4

+

2.0

+

Listen

WIS

0

=

0

+

+

Move Silently

DEX

2

=

2

+

+

Psicraft

INT

8

=

4

+

4.0

+

Ride

DEX

2

=

2

+

+

Search

INT

4

=

4

+

+

Sense Motive

WIS

1

=

0

+

1.0

+

Spot

WIS

0

=

0

+

+

Survival

WIS

0

=

0

+

+

Swim

STR

1

=

1

+

+

Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Psionics

Base PP

2

Bonus PP

2

Total PP

4

Current PP

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Fire (Flask)	Carried	2	1.0 (2.0)	20.0 (40.0)	
Flint and Steel	Carried	1	0.0	1.0	
Healer's Kit	Carried	1	1.0	50.0	
Outfit (Monk's)	Equipped	1	2.0	0.0	
Rations (Trail/Per Day)	Carried	6	1.0 (6.0)	0.5 (3.0)	
Shortspear	Equipped	1	3.0	1.0	
Torch	Carried	1	1.0	0.01	
TOTAL WEIGHT CARRIED/VALUE			13 lbs.95.01 gp		

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

SPECIAL QUALITIES	
<b>Psionic</b> Total Power Points 4; Base Power Points 2; Bonus Power Points 2	

FEATS	
<b>Extend Power</b> You can manifest powers that last longer than normal.	
<b>Lightning Reflexes</b> You get a +2 bonus on all Reflex saving throws.	
<b>Psionic Body</b> Your mind reinforces your body.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Shortspear	

LANGUAGES	
Common, Elven, Goblin, Terran, Treant	

TEMPLATES	
Psionic	

## Psion Powers

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

### LEVEL 1

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
1	Ecto Protection		None	1 standard	1 minutes action	Close (25 ft.)	Vi, see text	No	Metacreativity	RSRD: PsionicPowersD-F.rtf
<i>Effect:</i> Strengthens an astral construct versus dispel psionics and dismiss ectoplasm.										
						<i>Target:</i> One astral construct you manifest			<i>Caster Level:</i> 1	
1	Energy Ray		None	1 standard	Instantaneous action	Close (25 ft.)	Au	Yes	Psychokinesis [See text]	RSRD: PsionicPowersD-F.rtf
<i>Effect:</i> You create a ray of the chosen energy type that deals 1d6 damage on a successful ranged touch attack.										
						<i>Target:</i> Ray			<i>Caster Level:</i> 1	
1	Precognition, Defensive			1 standard	1 min. [D] action	Personal	Ma, Vi		Clairsentience	RSRD: PsionicPowersG-P.rtf
<i>Effect:</i> Gain +1 insight bonus to AC and saving throws.										
						<i>Target:</i> You			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell