

Character Name

d8E 5, Psion , d4E 1, Psion Telepath

CLASS

6 (6)

15000 / 21000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

ABILITY SCORE

12

EQUIPPED SCORE

ABILITY MODIFIER

+1

ABILITY DAMAGE

PENALTY

DEX

Dexterity

14

+2

CON

Constitution

10

+0

INT

Intelligence

21

+5

WIS

Wisdom

10

+0

CHA

Charisma

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+2

=

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+5

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+2

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+4

=

+2

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+1

20/x2

5 ft.

\*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

Special Properties

A shortspear is small enough to wield one-handed.It may also be thrown.

Quarterstaff +1;-

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+0

1d6+2

Special Properties

The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards.A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do,you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage ofopenings in your opponent's defenses. A creature wielding a quarterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

\*: 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

\*Crimson Dragonhide Bracers

+1

+0

0

(+1 Natural Armor, Fire Resistance 5)

Psionics

Base PP:

46

Bonus PP:

17

Total PP:

63

Current PP:

Calvin

Player Name

Human (Psionic) / Humanoid

RACE

23

Female

AGE

GENDER

Deity

Medium / 5 ft.

None

5' 7" / 156 lbs.

Region

HEIGHT / WEIGHT

None

Black

Alignment

HAIR

Normal

VISION

HP

hit points

35

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

AC

armor class

17

FLAT

15

TOUCH

12

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 72

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

5

=

2

+

3

✓ Appraise

INT

8

=

5

+

3

✓ Athletics

STR

4

=

1

+

3

✓ Craft (Painting)

INT

17

=

5

+

9

+

3

✓ Craft (Untrained)

INT

5

=

5

✓ Deception

CHA

12

=

0

+

9

+

3

✓ Deception (Act in character)

CHA

14

=

0

+

[9]

+

5

✓ Endurance

CON

3

=

0

+

3

✓ Gather Information

CHA

3

=

0

+

3

✓ Heal

WIS

3

=

0

+

3

✓ Insight

WIS

12

=

0

+

9

+

3

✓ Knowledge (Psionics)

INT

17

=

5

+

9

+

3

✓ Perception

WIS

12

=

0

+

9

+

3

✓ Persuasion

CHA

14

=

0

+

9

+

5

✓ Persuasion (Diplomacy)

CHA

16

=

0

+

[9]

+

7

✓ Psicraft

INT

19

=

5

+

9

+

5

✓ Ride

DEX

5

=

2

+

3

✓ Stealth

DEX

5

=

2

+

3

✓ Survival

WIS

3

=

0

+

3

✓ Survival (Find or follow tracks)

WIS

2

=

0

+

2

✓ Thievery

DEX

14

=

2

+

9

+

3

✓ Thievery (Sleight of Hand)

DEX

16

=

2

+

[9]

+

5

✓ Use Rope

DEX

5

=

2

+

3

=

+

+

=

+

+

✓: 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).

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Level:6 (CR:6)

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EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Crimson Dragonhide Bracers</b>	Equipped	1	0 / 0
( +1 Natural Armor, Fire Resistance 5)			
<b>Shortspear</b>	Equipped	1	3 / 1
A shortspear is small enough to wield one-handed.It may also be thrown.			
<b>Quarterstaff +1;-</b>	Carried	1	4 / 2,300
The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards.A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do,you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage ofopenings in your opponent's defenses. A creature wielding a quarterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.			
TOTAL WEIGHT CARRIED/VALUE		7 lbs.	2,301gp

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

LANGUAGES	
Common	

Special Attacks	
<b>Warcraft</b>	[Eclipse, p.10]
+2 BAB	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
<b>Feat Bonus</b>	[PH, p.13]
1 extra feat at 1st level.	
<b>Humanoid Type</b>	
Humanoids eat/sleep/breathe	
<b>Psionic</b>	[RSRD]
Total Power Points 63; Base Power Points 46; Bonus Power Points 17	
<b>Resistance to Fire (Ex)</b>	
You may ignore 5 points of Fire damage each time you take Fire damage	
<b>Weapon Proficiency (Small Group of Simple Weapons) (Club, Crossbow (Heavy), Crossbow (Light), Shortspear)</b>	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
<b>Duties (To the Liege)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+12 total CP].	
<b>Fast Learner (Focused on Skills / L-2)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	

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

Spell Caster Information	
<b>Psion</b>	[Eclipse, p.11]
Psion Level 7, Casterlevel is 7	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 220, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 12 CP,   HD 4 is 0 CP   HD 8 deducts 20 CP Companions adds 0 CP	
<b>Companion</b>	[Eclipse, p.27]
Gain a companion creature of your choice.	
<b>Companion / Template</b>	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
<b>Immunity / XP Cost Innate Enchantment</b>	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
<b>Innate Enchantment</b>	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 0]	
<b>Innate Enchantment / Fortune's Favor</b>	[Eclipse]
+1 Luck bonus to skills and checks.	
<b>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
<b>Innate Enchantment / Force Armor I</b>	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Skill Mastery I [Group]</b>	[Eclipse]
+2 Competence Bonus to all skills	
<b>Witchcraft (3x)</b>	[Eclipse, p.109]
12 Power Points, Save DC Will 13	

<div> <div>Witchcraft Abilities</div> <div> <div>Witchcraft / The Adamant Will</div> <div> <div>[Eclipse, p.110]</div> <div> 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. </div> </div> </div> <div> <div>Witchcraft / Dreamfaring</div> <div> <div>[Eclipse, p.110]</div> <div> Dreamfaring allows users to enter a trance and project their spirits into the Ethereal and near Astral planes. They may detect and communicate with beings in nearby dimensions without paying power. For 2 Power they may enter the dreams of others to torment or communicate with them wherever they may be, possibly causing them to lose sleep or worse. Traveling about costs 3 Power plus 1 for every three hours and allows for covert meetings with other Witches or for clairvoyance-like effects via astral or ethereal spying. </div> </div> </div> <div> <div>Witchcraft / Glamour</div> <div> <div>[Eclipse, p.110]</div> <div> This projective telepathy works much like the Path of the Dragon ability of the same name. It grants a +6 bonus on relevant social skills (1 Power per 10 minutes), the sending of brief messages, emotional influence and hypnotic effects (approximate relevant L0 or L1 spells for 1 or 2 Power respectively). Glamour is at its best combined with Disguise skill and Shadoweave to alter how people see the user. It's often used with the Inner Eye, below, to allow rapid communications, teaching, and mental probes. </div> </div> </div> <div> <div>Witchcraft / Healing</div> <div> <div>[Eclipse, p.110]</div> <div> This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round. </div> </div> </div> <div> <div>Witchcraft / Hyloka</div> <div> <div>[Eclipse, p.110]</div> <div> The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease). </div> </div> </div> <div> <div>Witchcraft / The Inner Eye</div> <div> <div>[Eclipse, p.110]</div> <div> 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. </div> </div> </div> <div> <div>Witchcraft / Witchsight</div> <div> <div>[Eclipse, p.110]</div> <div> 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. </div> </div> </div> <div> <div>Pact of Service / Guardianship (Entrusted with a Relic)</div> <div> <div>[Eclipse, p.111]</div> <div> 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. </div> </div> </div> <div> <div>Pact of Infusion / Possession (tbd)</div> <div> <div>[Eclipse, p.112]</div> <div> 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. </div> </div> </div> <div> <div>Pact of Infusion / Hunted (Someone want the relic I have been intrusted with and they want to destory my patron)</div> <div> <div>[Eclipse, p.112]</div> <div> 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. </div> </div> </div> <div> <div>Path of Earth / Longevity</div> <div> <div>[Eclipse, p.119]</div> <div> 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. </div> </div> </div> <div> <div>Path of Earth / Longevity II</div> <div> <div>[Eclipse, p.119]</div> <div> This ability allows users to modify their apparent age and any physical details of their appearance at will. </div> </div> </div> <div> <div>Path of Air / Breath of Life</div> <div> <div>[Eclipse, p.121]</div> <div> 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. </div> </div> </div> </div>	<div> <div>TEMPLATES</div> <div> <div>Base Race Type</div> <div>Psionic</div> </div> </div>
<div> <div>Feats</div> <div> <div>Power Specialization</div> <div> <div>[XPH, p.49]</div> <div> You deal more damage with your powers. </div> </div> </div> <div> <div>Split Psionic Ray</div> <div> <div>[XPH, p.51]</div> <div> You can affect two targets with a single ray. </div> </div> </div> </div>	
<div> <div>PROFICIENCIES</div> <div> Club, Crossbow (Heavy), Crossbow (Light), Shortspear, Spells (Ray), Spells (Touch), Unarmed Strike </div> </div>	

Psion Telepath Powers

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

LEVEL 1 / Per Day:0 / Caster Level:7

Power Points	Name	School	Time	Duration	Range	Source
1	Crystal Shard	Metacreativity (Creation)	1 standard action	Instantaneous	Close (40 ft.)	XPH:PsionicPowersA-C.rtf
[Au Me] TARGET: Ray; <b>EFFECT:</b> 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	7 minutes [D]	20 ft.	XPH:PsionicPowersD-F.rtf
[Vi] TARGET: Cone-shaped emanation centered on you; <b>EFFECT:</b> 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:16, Will negates]						
1	Energy Ray	Psychokinesis [See text]	1 standard action	Instantaneous	Close (40 ft.)	XPH:PsionicPowersD-F.rtf
[Au] TARGET: Ray; <b>EFFECT:</b> 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.)	XPH:PsionicPowersD-F.rtf
[Ma Vi] TARGET: One medium or smaller creature; <b>EFFECT:</b> 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.)	XPH:PsionicPowersG-P.rtf
[Au] TARGET: One creature; <b>EFFECT:</b> 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:16, Will negates]						

LEVEL 2 / Per Day:0 / Caster Level:7

Power Points	Name	School	Time	Duration	Range	Source
3	Energy Push	Psychokinesis [See text]	1 standard action	Instantaneous	Medium (170 ft.)	XPH:PsionicPowersD-F.rtf
[Au Vi] TARGET: Ray; <b>EFFECT:</b> 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:17, Reflex half or Fortitude half, see text]						
3	Energy Stun	Psychokinesis [See text]	1 standard action	Instantaneous	Close (40 ft.)	XPH:PsionicPowersD-F.rtf
[Au] TARGET: 5-ft.-radius burst; <b>EFFECT:</b> 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:17, Reflex half or Fortitude half, see text]						
3	Levitate, Psionic	Psychoporation	1 standard action	70 min. [D]	Personal or close	XPH:PsionicPowersG-P.rtf
[Oi] TARGET: You or one willing creature or one object [total weight up to 700 lb.]; <b>EFFECT:</b> 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	70 min.	Personal	XPH:PsionicPowersQ-W.rtf
[None] TARGET: You; <b>EFFECT:</b> 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:7

Power Points	Name	School	Time	Duration	Range	Source
5	Darkvision, Psionic	Clairsentience	1 standard action	7 hours	Personal	XPH:PsionicPowersD-F.rtf
[Vi] TARGET: You; <b>EFFECT:</b> As the darkvision spell, except as noted here. [SR:No]						
5	Energy Bolt	Psychokinesis [See text]	1 standard action	Instantaneous	120 ft.	XPH:PsionicPowersD-F.rtf
[Au] TARGET: 120-ft. line; <b>EFFECT:</b> 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:18, Reflex half or Fortitude half, see text]						
5	Energy Burst	Psychokinesis [See text]	1 standard action	Instantaneous	40 ft.	XPH:PsionicPowersD-F.rtf
[Au] TARGET: 40-ft.-radius burst centered on you; <b>EFFECT:</b> 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:18, Reflex half or Fortitude half, see text]						
5	Touchsight	Psychometabolism	1 standard action	7 min. [D]	Personal; see text	XPH:PsionicPowersQ-W.rtf
[Vi] TARGET: You; <b>EFFECT:</b> 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.						

LEVEL 4 / Per Day:0 / Caster Level:7

Power Points	Name	School	Time	Duration	Range	Source
7	Death Urge	Telepathy (Compulsion) [Mind-Affecting]	1 standard action	1 round	Medium (170 ft.)	XPH:PsionicPowersD-F.rtf
[Me] TARGET: One living creature; <b>EFFECT:</b> You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself. If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of. If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon. Augment: For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round. [SR:Yes; DC:19, Will negates]						
7	Dominate, Psionic	Telepathy (Compulsion) [Mind-Affecting]	1 round	Concentration	Medium (170 ft.)	XPH:PsionicPowersD-F.rtf
[Me] TARGET: One humanoid creature; <b>EFFECT:</b> As the dominate person spell, except as noted here. Augment: You can augment this power in one or more of the following ways. 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid. 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. 3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power. In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1. [SR:Yes; DC:19, Will negates]						

\* =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

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EYE COLOUR

Caucasian

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SKIN COLOUR

Black,

HAIR / HAIR STYLE

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## PHOBIAS

## PERSONALITY TRAITS

## INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Normal

### Description:

## Biography: