

Mustav

NAME

Psc16

120000

CLASS

EXPERIENCE

16

136000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	26	+8	26	+8	26	+8
CHA Charisma	16	+3	16	+3	16	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

+18

=

+10

+

+8

+

+0

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

+12/+7/+2

=

+12/+7/+2

+

+0

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+13/+8/+3

=

+12/+7/+2

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+12/+7/+2

=

+12/+7/+2

+

+0

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7/+2	1d3	20/x2

*Mace, Heavy		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	B	M	20/x2
1H-P	+12/+7/+2	1d8	2W-P-(OH)	+6/+1/-4	1d8
1H-O	+8/+3/-2	1d8	2W-P-(OL)	+8/+3/-2	1d8
2H	+12/+7/+2	1d8	2W-OH	+2	1d8
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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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GM

PLAYERNAME

Half-Elf

Medium

0' 0"

0 lbs.

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

VP
Vitality

231

WOUNDS/CURRENT HP

Subdual Damage

WP
Wound Points

12

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC
armor class

24

TOTAL

23

FLAT

19

TOUCH

10

BASE

8

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

5

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE
modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5	MISC MODIFIER
Adaptation	WIS	27	=	8	+ 19.0	+	
Apport	INT	23	=	5	+ 18.0	+	
Appraise	INT	5	=	5	+	+	
Balance	DEX	1	=	1	+	+	
Blink Teleport		19	=	0	+ 19.0	+	
Bluff	CHA	3	=	3	+	+	
Body Control	WIS	18	=	8	+ 10.0	+	
Climb	STR	0	=	0	+	+	
Concentration	CON	18	=	1	+ 17.0	+	
Craft (Untrained)	INT	5	=	5	+	+	
Dimensional Phase		17	=	0	+ 17.0	+	
Diplomacy	CHA	5	=	3	+	+	2
Disguise	CHA	3	=	3	+	+	
Empathy	WIS	8	=	8	+	+	
Enhance Ability	WIS	20	=	8	+ 12.0	+	
Escape Artist	DEX	1	=	1	+	+	
Forgery	INT	5	=	5	+	+	
Gather Information	CHA	5	=	3	+	+	2
Heal	WIS	8	=	8	+	+	
Hide	DEX	1	=	1	+	+	
Intimidate	CHA	3	=	3	+	+	
Jump	STR	0	=	0	+	+	
Listen	WIS	9	=	8	+	+	1
Mental Contact	CHA	18	=	3	+ 15.0	+	
Precognition	WIS	8	=	8	+	+	
Psychic Blast	CHA	18	=	3	+ 15.0	+	
Psychic Sense	WIS	8	=	8	+	+	
Psychic Weapon	WIS	9	=	8	+ 1.0	+	
Psychic-Adaptation	WIS	27	=	8	+ 19.0	+	
Psychic-Apport	INT	23	=	5	+ 18.0	+	
Psychic-Blink Teleport		19	=	0	+ 19.0	+	
Psychic-Body Control	WIS	18	=	8	+ 10.0	+	
Psychic-Empathy	WIS	8	=	8	+	+	
Psychic-Enhance Ability	WIS	20	=	8	+ 12.0	+	
Psychic-Mental Contact	CHA	18	=	3	+ 15.0	+	
Psychic-Precognition	WIS	8	=	8	+	+	
Psychic-Psychic Blast	CHA	18	=	3	+ 15.0	+	
Psychic-Psychic Sense	WIS	8	=	8	+	+	
Psychic-Psychic Weapon	WIS	9	=	8	+ 1.0	+	
Psychic-Telekinesis	INT	24	=	5	+ 19.0	+	
Psychic-Telekinetic Shield	INT	24	=	5	+ 19.0	+	
Psychic-Teleport	INT	23	=	5	+ 18.0	+	
Ride	DEX	1	=	1	+	+	
Search	INT	6	=	5	+	+	1
Sense Motive	WIS	8	=	8	+	+	
Sneak	DEX	1	=	1	+	+	
Spot	WIS	9	=	8	+	+	1
Survival	WIS	8	=	8	+	+	
Survival (Lost/Natural hazards)	WIS	8	=	8	+	+	
Survival (The Planes)	WIS	8	=	8	+	+	
Survival (Tracking)	WIS	8	=	8	+	+	
Survival (Underground)	WIS	8	=	8	+	+	
Swim	STR	0	=	0	+	+	
Telekinesis	INT	24	=	5	+ 19.0	+	
			=	+	+	+	
			=	+	+	+	

✓: can be used untrained. X: exclusive skills

Chaotic Evil

ALIGNMENT

Low-light

VISION

-1

POINTS

SKILL NAME		SKILLS				MAX RANKS		19/9.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC MODIFIER	
✗	Telekinetic Shield	INT	24	= 5	+	19.0	+	
✗	Teleport	INT	23	= 5	+	18.0	+	
✓	Use Rope	DEX	1	= 1	+		+	
				=	+		+	
				=	+		+	

✓: can be used untrained. ✗: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bracers of Tharizdun (Bracers AC Bonus (Profane) (+5)), Profane bonus to armor class of +5	Equipped	1	0.0	62500.0	
Mace, Heavy	Equipped	1	8.0	12.0	
Holy Symbol (Tharizdun) (Amulet WIS +4), Enhancement bonus to ability WIS)+6	Equipped	1	0.0	36000.0	
TOTAL WEIGHT CARRIED/VALUE			8 lbs.	98512.0 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 saving throws against enchantment spells or effects.	
Class Defense=8 (Armor)	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Touch AC+3	

FEATS	
Clairsentience	
Craft Psychic Construct	
Dimensional Shift	
Energy Shield	
Flight	
Imbue Weapon	
Improved Initiative	You get a +4 bonus on initiative checks.
Multitasking	
Psychic Invisibility	
Psychic Stamina	
Psychic Weapon	
Psychokinesis	
Psychometabolism	
Psychoportation	
Quicken Talent	
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Telepathy	
Psychic Ability	
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
Common, Draconic, Elven, Giant, Sylvan, Terran, Undercommon

TEMPLATES

Notes:

Character Sheet Notes: