

# Harashamon the Adept

NAME <b>Psy17 Pad2 Mnk1</b>						PLAYERNAME <b>Illan</b>						DEITY <b>Medium</b>						ALIGNMENT <b>Lawful Evil</b>											
CLASS <b>20</b>						EXPERIENCE <b>210000</b>						RACE <b>150</b>						SIZE <b>Male</b>											
Character Level						NEXT LEVEL						AGE						GENDER											
ABILITY NAME						BASE SCORE						ABILITY MOD						TEMP MOD											
<b>STR</b> Strength						10						+0						10						+0					
<b>DEX</b> Dexterity						14						+2						14						+2					
<b>CON</b> Constitution						14						+2						14						+2					
<b>INT</b> Intelligence						26						+8						26						+8					
<b>WIS</b> Wisdom						21						+5						32						+11					
<b>CHA</b> Charisma						27						+8						27						+8					

  

<b>HP</b> hit points		362		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		Walk 30 ft.																			
<b>AC</b> armor class		52		TOTAL		39		FLAT		39		TOUCH		10		BASE		8		0		2		0		5		38		MISS CHANCE		0		+0		0	
<b>INITIATIVE</b> modifier		+6		TOTAL		+2		DEX MODIFIER		+4		MISC MODIFIER																									
<b>BASE ATTACK</b> bonus		+13/+8/+3																																			

  

SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP		conditional modifiers	
<b>FORTITUDE</b> (constitution)		+17		+10		+2		+5		+0		+0					
<b>REFLEX</b> (dexterity)		+17		+10		+2		+5		+0		+0					
<b>WILL</b> (wisdom)		+28		+12		+11		+5		+0		+0					

  

TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP	
<b>MELEE</b> attack bonus		+13/+8/+3		+0		+0		+0		+0			
<b>RANGED</b> attack bonus		+15/+10/+5		+2		+0		+0		+0			
<b>GRAPPLE</b> attack bonus		+13/+8/+3		+0		+0		+0		+0			

  

<b>UNARMED</b>		TOTAL ATTACK BONUS		DAMAGE		CRITICAL		REACH	
		+13/+8/+3		2d10		20/x2		5 ft.	

\*: 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	

  

<b>STUNNING FIST</b>	
Uses per day	□□□□□

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5	MISC MODIFIER
✓ Appraise	INT	8	=	8	+	+	
✓ Balance	DEX	10	=	2	+	8.0	+
✓ Bluff	CHA	8	=	8	+	+	
✓ Climb	STR	0	=	0	+	+	
✓ Concentration	CON	10	=	2	+	8.0	+
✓ Craft (Untrained)	INT	8	=	8	+	+	
✓ Diplomacy	CHA	9	=	8	+	1.0	+
✓ Disguise	CHA	8	=	8	+	+	
✓ Escape Artist	DEX	2	=	2	+	+	
✓ Forgery	INT	8	=	8	+	+	
✓ Gather Information	CHA	8	=	8	+	+	
✓ Heal	WIS	11	=	11	+	+	
✓ Hide	DEX	2	=	2	+	+	
✓ Intimidate	CHA	8	=	8	+	+	
✓ Jump	STR	0	=	0	+	+	
✓ Listen	WIS	34	=	11	+	23.0	+
✓ Move Silently	DEX	2	=	2	+	+	
× Psychic (Apport)	INT	31	=	8	+	23.0	+
× Psychic (Blink Teleport)		23	=	0	+	23.0	+
× × Psychic (Body Control)	WIS	19	=	11	+	8.0	+
× Psychic (Dimensional Phase)		11	=	0	+	11.0	+
× Psychic (Dimensional Shift)	INT	31	=	8	+	23.0	+
× × Psychic (Empathy)	WIS	11	=	11	+	+	
× Psychic (Life Extension)	WIS	25	=	11	+	14.0	+
× × Psychic (Mental Contact)	CHA	33	=	8	+	23.0	+
× × × Psychic (Precognition)	WIS	11	=	11	+	+	
× × Psychic (Psychic Healing)	WIS	34	=	11	+	23.0	+
× × × Psychic (Psychic Sense)	WIS	11	=	11	+	+	
× × × Psychic (Psychic Shield)	WIS	13	=	11	+	+	2
× Psychic (Telekinesis)	INT	31	=	8	+	23.0	+
× Psychic (Telekinetic Blast)	INT	31	=	8	+	23.0	+
× Psychic (Telekinetic Grip)	INT	31	=	8	+	23.0	+
× Psychic (Telekinetic Shield)	INT	25	=	8	+	17.0	+
× Psychic (Teleport)	INT	31	=	8	+	23.0	+
✓ Ride	DEX	2	=	2	+	+	
✓ Search	INT	8	=	8	+	+	
✓ Sense Motive	WIS	11	=	11	+	+	
✓ Spot	WIS	34	=	11	+	23.0	+
✓ Survival	WIS	11	=	11	+	+	
✓ Swim	STR	0	=	0	+	+	
✓ Test 1 1	INT	8	=	8	+	+	
✓ TEST 2	INT	8	=	8	+	+	
✓ Test 3 - 1	INT	8	=	8	+	+	
✓ Use Rope	DEX	2	=	2	+	+	
			=	+	+		
			=	+	+		

✓: can be used untrained. X: 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>Cloak of Resistance +5</b>	Equipped	1	1.0	25000.0
<b>Holy Symbol (Tharizdun)</b> (Amulet WIS +4), Enhancement bonus to ability WIS+6	Equipped	1	0.0	36000.0
<b>Robe (Armor Bonus (Enhancement) (+8)/Natural Armor Bonus (Enhancement) (+5))</b> Enhancement bonus to armor class of +8, Natural Armor bonus to armor class of +5	Equipped	1	0.0	164000.0
<b>Tome of Understanding +5</b>	Equipped	1	5.0	137500.0
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TOTAL WEIGHT CARRIED/VALUE			6 lbs.	425000.0 gp

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

SPECIAL ABILITIES
+1 skill point per level for psychic abilities
AC Bonus (Ex)
Battlemind
Fast Movement (Ex)
Flurry of Blows (Ex)
Psychic Stamina
Psychic Strike
Stunning Fist 5/day (DC 31)
The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8).

FEATS	
Clairsentence	You have the potential to learn clairsentence skills.
Craft Psychic Construct	You can create and empower psychic constructs.
Dimensional Shift	You have the potential to learn the Dimensional Shift skill.
Energy Shield	You have the ability to psychokinetically shield yourself from harmful energy.
Eyes in the Back of Your Head	See Text, Attackers do not gain the usual +2 attack bonus when flanking you.
Flight	Telekinetic flight is easier for you.
Greater Psychic Focus	Your psychic skills within a particular talent are more potent than normal.
Imbue Weapon	You can focus your powers to imbue a melee weapon with psychic force.
Improved Initiative	+4 bonus on initiative checks.
Improved Toughness	Gain hp equal to your current HD
Intuitive Sense*	Keep Dexterity bonus to AC when flat footed
Multitasking	You can maintain multiple psychic skills with less difficulty.
Psychic Focus	Your psychic skills within a particular talent are more potent than normal.
Psychic Invisibility	You can focus your energies to block your presence from the minds of others.
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.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Simple Weapon Proficiency	Use simple weapons normally.
Telepathy	You have the potential to learn telepathy skills.
Modify Talent ~ Direct Talent	Choose a psychic skill you already have that requires mental contact. You can now use this skill without the need for mental contact.
Modify Talent ~ Empower Talent	You can strengthen the effects of your psychic skills.
Modify Talent ~ Extend Talent	You're more adept at affecting multiple targets with your psychic skills.
Modify Talent ~ Maximize Talent	Using this feat, you can maximize the effects of your psychic skills.
Modify Talent ~ Quicken Talent	You can use psychic skills more quickly than normal.
Modify Talent ~ Reduced Strain	One of your psychic skills causes less strain on you.
Modify Talent ~ Subtle Talent	You can use your psychic skills with less chance of anyone noticing your activities.
Stunning Fist	You may stun an opponent with a carefully placed unarmed attack.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Handaxe, Javelin, Kama, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Nunchaku, Quarterstaff, Sai, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spells(Ray), Sword Staff, Unarmed Strike

LANGUAGES
Aboleth, Abyssal, Aquan, Celestial, Common, Draconic, Elven, Ker CPA, Orc

TEMPLATES
Harashamon
Truename

## Notes:

Character Sheet Notes: