

Psy

NAME	PLAYERNAME		DEITY	ALIGNMENT	
Psy6	15000	Illan	Medium	0' 0"	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT
6	21000	0	Male		
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR
					-1
					POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION				SPEED						
STR Strength	10	+0	10	+0	10	+0	VP Vitality	62			WP Wound Points	12			Walk 30 ft.						
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	14	: 12	: 12	= 10	+ 2	+ 0	+ 2	+ 0	+ 0	+ 0	10	+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	+2	=	+2	+ 0	SKILLS KEY ABILITY									
INT Intelligence	17	+3	17	+3	17	+3		TOTAL	DEX MODIFIER	MISC MODIFIER	SKILL NAME										
WIS Wisdom	19	+4	19	+4	19	+4	BASE ATTACK bonus	+4				✓ Appraise	INT	3	=	3	+	+			
CHA Charisma	16	+3	16	+3	16	+3					✓ Balance	DEX	2	=	2	+	+				
											✓ Bluff	CHA	3	=	3	+	+				
											✓ Climb	STR	0	=	0	+	+				

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		

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

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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

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	10	=	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	+
✓ Intimidate	CHA	3	=	3	+
✓ Jump	STR	0	=	0	+
✓ Listen	WIS	8	=	4	+
✓ Move Silently	DEX	2	=	2	+
X Psychic (Blink Teleport)		9	=	0	+
X Psychic (Body Control)	WIS	4	=	4	+
X Psychic (Empathy)	WIS	4	=	4	+
X Psychic (Life Extension)	WIS	13	=	4	+
X Psychic (Mental Contact)	CHA	23	=	3	+
X Psychic (Precognition)	WIS	4	=	4	+
X Psychic (Psychic Healing)	WIS	13	=	4	+
X Psychic (Psychic Sense)	WIS	4	=	4	+
X Psychic (Psychic Shield)	WIS	6	=	4	+
X Psychic (Telekinetic Blast)	INT	12	=	3	+
X Psychic (Telekinetic Grip)	INT	12	=	3	+
X Psychic (Telekinetic Shield)	INT	12	=	3	+
X Psychic (Teleport)	INT	12	=	3	+
✓ Ride	DEX	2	=	2	+
✓ Search	INT	8	=	3	+
✓ Sense Motive	WIS	4	=	4	+
✓ Spot	WIS	8	=	4	+
✓ Survival	WIS	4	=	4	+
✓ Swim	STR	0	=	0	+
✓ Use Rope	DEX	2	=	2	+
			=		+
			=		+
✓: can be used untrained. X: exclusive skills					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Quarterstaff	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs.	10.0 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.	

FEATS	
Clairsentience	You have the potential to learn clairsentience skills.
Craft Psychic Construct	You can create and empower psychic constructs.
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.
Psycic Companion	You have a psychic companion creature.
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

LANGUAGES
Common, Draconic, Drow Sign Language, Elven

TEMPLATES

Notes:

Character Sheet Notes: