

NAME		PLAYERNAME		DEITY		ALIGNMENT
Psc16	120000	Half-Elf	Medium	5' 6"	166 lbs.	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
16	136000	0	Male		,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

VP Vitality 123

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP Wound Points 18

DAMAGE REDUCTION

SPEED Walk 30 ft.

AC armor class 14

TOTAL 123

FLAT 10

TOUCH 14

BASE 10

ARMOR BONUS 0

SHIELD BONUS 0

STAT 4

SIZE 0

NATURAL 0

MISC 0

MISS CHANCE

ARCANE SPELL 0

ARMOR CHECK +0

SPELL RESIST 0

		FAILURE		PENALTY			
		SKILLS		MAX RANKS		19/9.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	
X	Adaptation	WIS	25	= 6	+ 19.0	+	
✓	Appraise	INT	4	= 4	+	+	
✓	Balance	DEX	4	= 4	+	+	
✓	Bluff	CHA	4	= 4	+	+	
✓ X	Body Control	WIS	6	= 6	+	+	
✓	Climb	STR	4	= 4	+	+	
✓	Concentration	CON	4	= 4	+	+	
✓	Craft (Untrained)	INT	4	= 4	+	+	
✓	Diplomacy	CHA	6	= 4	+	+	2
✓	Disguise	CHA	4	= 4	+	+	
✓ X	Empathy	WIS	6	= 6	+	+	
✓	Escape Artist	DEX	4	= 4	+	+	
✓	Forgery	INT	4	= 4	+	+	
✓	Gather Information	CHA	6	= 4	+	+	2
✓	Heal	WIS	6	= 6	+	+	
✓	Hide	DEX	4	= 4	+	+	
✓	Intimidate	CHA	4	= 4	+	+	
✓	Jump	STR	4	= 4	+	+	
✓	Listen	WIS	7	= 6	+	+	1
✓ X	Mental Contact	CHA	4	= 4	+	+	
✓ X	Precognition	WIS	6	= 6	+	+	
✓ X	Psychic Sense	WIS	6	= 6	+	+	
X	Psychic-Adaptation	WIS	25	= 6	+ 19.0	+	
✓ X	Psychic-Body Control	WIS	6	= 6	+	+	
✓ X	Psychic-Empathy	WIS	6	= 6	+	+	
✓ X	Psychic-Mental Contact	CHA	4	= 4	+	+	
✓ X	Psychic-Precognition	WIS	6	= 6	+	+	
✓ X	Psychic-Psychic Sense	WIS	6	= 6	+	+	
✓	Ride	DEX	4	= 4	+	+	
✓	Search	INT	5	= 4	+	+	1
✓	Sense Motive	WIS	6	= 6	+	+	
✓	Sneak	DEX	4	= 4	+	+	
✓	Spot	WIS	7	= 6	+	+	1
✓	Survival	WIS	6	= 6	+	+	
✓	Survival (Lost/Natural hazards)	WIS	6	= 6	+	+	
✓	Survival (The Planes)	WIS	6	= 6	+	+	
✓	Survival (Tracking)	WIS	6	= 6	+	+	
✓	Survival (Underground)	WIS	6	= 6	+	+	
✓	Swim	STR	4	= 4	+	+	
✓	Use Rope	DEX	4	= 4	+	+	
				=	+	+	
					+	+	
✓: can be used untrained. X: exclusive skills							

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	+0	
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+4	20/x2

*: 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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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	

FEATS	
Clairsentience	
Psychic Weapon	
Psychokinesis	
Psychometabolism	
Psychoportation	
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, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Elven	

Notes:

Character Sheet Notes: