

Aytee Entee

Character Name

Psychic Warrior 11, Swordsage 1

CLASS

12 (14)

Character Level (CR)

66000 / 78000

EXP/NEXT LEVEL

Player Name

Goliath (Psionic) / Monstrous Humanoid

RACE

0

AGE

Male

GENDER

Large / 10 ft.

SIZE / FACE

None

HEIGHT / WEIGHT

None

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	38	+14	38	+14		
DEX	14	+2	14	+2		
CON	26	+8	30	+10		
INT	14	+2	14	+2		
WIS	20	+5	20	+5		
CHA	14	+2	14	+2		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+14

=

+7

+

+10

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+5

+

+5

+

+0

+

+0

+

+0

+

HP

hit points

216

WOUNDS/CURRENT HP

AC

armor class

39

TOTAL

37

FLAT

24

TOUCH

10

BASE

9

ARMOR BONUS

0

SHIELD BONUS

2

STAT

-2

SIZE

6

NATURAL ARMOR

6

DEFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

8

INITIATIVE

modifier

+3

TOTAL

+2

DEX MODIFIER

+1

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SPEED

Walk 40 ft.

Conditional Save Modifiers:
Conditional Combat Modifiers:

MELEE

attack bonus

TOTAL

+21/+16

=

BASE ATTACK BONUS

+9/+4

+

STAT

+14

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+9/+4

+

STAT

+2

+

SIZE

-2

+

MISC

-2

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+35/+30

=

BASE ATTACK BONUS

+9/+4

+

STAT

+14

+

SIZE

+3

+

MISC

+9

+

EPIC

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+22/+17	12d8+14	20/x2	15 ft.
Special Properties:	TOTAL ATTACK BONUS			
Flurry of Blows	+22/ +22			

*Meteor Hammer +1	HAND	TYPE	SIZE	CRITICAL	REACH
(Gargantuan/Aptitude Weapon/Scorpion)	Both	S	G	20/x2	45 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam
	null	null		null	null

Special Properties: Unlike most reach weapons, can be used against an adjacent foe. May be used to initiate a trip attack> If you are tripped during your own trip attempt, you may drop the weapon to avoid being tripped. +2 bonus on rolls made to disarm an opponent (includg rolls to avoid being disarmed should such an attempt fail). Finesseable. While monk's are not automatically proficient with Rope Darts, they are a Monk Weapon like a Kama., If your unarmed damage is higher than the damage if this weapon, you may used your unarmed damage., A wielder who has feats that affect the use of a particular type of weapon, such as Weapon Focus, Greater Weapon Focus, Weapon Specialization, or the like, can apply the benefits of those feats to any weapon that has the aptitude quality. In addition, if any of the wielder's weapon use feats are specifi cally keyed to the aptitude weapon's type, he gains a +1 bonus on attack and damage rolls.

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21	2d6+14				

Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21	4d6+14				

*: 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
*Ring of Protection +1		+1		+0	0
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th					
*Monk's Belt, Battle Dancer (No Unarmed Damage Stacking)		+5		+0	0
Fist Of The Forest Belt(No Unarmed Bonus Stacking)		+10		+0	0

Psionics				
Base PP:	35	BonusPP:	27	Total PP: 62
				Current PP:

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL SKILLPOINTS: 64		MAX RANKS: 15/7.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise		INT	2	=	2	
✓ Autohypnosis		WIS	21	=	5 + 14 + 2	
✓ Balance		DEX	2	=	2	
✓ Bluff		CHA	2	=	2	
✓ Climb		STR	34	=	14 + 15 + 5	
✓ Concentration		CON	25	=	10 + 15	
✓ Craft (Untrained)		INT	2	=	2	
✓ Diplomacy		CHA	2	=	2	
✓ Disguise		CHA	2	=	2	
✓ Escape Artist		DEX	2	=	2	
✓ Forgery		INT	2	=	2	
✓ Gather Information		CHA	2	=	2	
✓ Heal		WIS	5	=	5	
✓ Hide		DEX	-6	=	2 + -8	
✓ Intimidate		CHA	2	=	2	
✓ Jump		STR	34	=	14 + 11 + 9	
✓ Knowledge (Psionics)		INT	5	=	2 + 1 + 2	
✓ Knowledge (Untrained)		INT	2	=	2	
✓ Listen		WIS	7	=	5 + 2	
✓ Move Silently		DEX	2	=	2	
✓ Ride		DEX	2	=	2	
✓ Search		INT	4	=	2 + 2	
✓ Sense Motive		WIS	5	=	5	
✓ Spot		WIS	7	=	5 + 2	
✓ Survival		WIS	5	=	5	
✓ Swim		STR	19	=	14 + 5	
✓ Use Rope		DEX	2	=	2	
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Conditional Skill Modifiers:
+2 bonus on Martial Lore maneuver checks in your Discipline Focus disciplines.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Health +4	Equipped	1	0 / 16,000	
This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. Moderate transmutation; CL 8th				
Glove of Mighty Wallop	Equipped	1	1 / 4,000	
These gloves cast Mighty Wallop on a single bludgeoning weapon you wield.				
Meteor Hammer +1 (Gargantuan/Aptitude Weapon/Scorpion)	Equipped	1	32 / 12,024	
Unlike most reach weapons, can be used against an adjacent foe. May be used to initiate a trip attack> If you are tripped during your own trip attempt, you may drop the weapon to avoid being tripped. +2 bonus on rolls made to disarm an opponent (including rolls to avoid being disarmed should such an attempt fail). Finesseable. While monk's are not automatically proficient with Rope Darts, they are a Monk Weapon like a Kama., If your unarmed damage is higher than the damage if this weapon, you may use your unarmed damage., A wielder who has feats that affect the use of a particular type of weapon, such as Weapon Focus, Greater Weapon Focus, Weapon Specialization, or the like, can apply the benefits of those feats to any weapon that has the aptitude quality. In addition, if any of the wielder's weapon use feats are specifically keyed to the aptitude weapon's type, he gains a +1 bonus on attack and damage rolls.				
Bracelets of Big Beefy Arms +5	Equipped	1	0 / 12,500	
These bracelets provide a +5 Competence bonus to all Strength Checks., Competence bonus Strength Checks, including Trip and Grapple Checks, but not including Attack or Damage rolls.				
Ring of Protection +1	Equipped	1	0 / 2,000	
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th				
Monk's Belt, Battle Dancer (No Unarmed Damage Stacking)	Equipped	1	1 / 13,000	
Boots of the Mountain King	Equipped	1	1 / 1,500	
While wearing these boots you ignore increased movement costs and skill check penalties for light and dense rubble. You can move up stairs and slopes at normal speed or charge downhill without making a Balance check.				
Mighty Arms	Equipped	1	0 / 1,000	
Can be mounted with Warforged components that attach to the hand, such as a Battlefist				
Battlefist (Mighty Arms Attachment)	Equipped	1	6 / 2,600	
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add the battlefist's Enhancement Bonus to their TYPE: damage.				
Fanged Ring	Equipped	1	0 / 10,000	
Grants "Improved Unarmed Strike and Improved Natural Attack (Unarmed Strike). When you score a critical hit with an unarmed strike, deal 1 point of constitution damage"				
Fist Of The Forest Belt(No Unarmed Bonus Stacking)	Carried	1	1 / 13,000	
Gore	Equipped	1	0 / 0	
Slam	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		49.52 lbs.	87,624gp	

WEIGHT ALLOWANCE					
Light	3200	Medium	6400	Heavy	9600
Lift over head	9600	Lift off ground	19200	Push / Drag	48000

MONEY	
Coin (Gold): 376[Equipped]	
Total= 376 gp	

MAGIC	
Languages	
Col-Kaa, Common, Giant, Terran	

Other Companions	
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Special Abilities	
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.	
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen	

Special Attacks	
Battlefist	[My]
Battlefist Monk	[My]
Battlefist Powerful Build	[My]
Ballista Throw	[ToB]
You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista. This maneuver functions like mighty throw (page 73), except as noted here. As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw him in a 60-foot line. The target and all creatures in this area take 6d6 points of damage. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.	
Clever Positioning	[ToB]
With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied. You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space. As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save (DC 12 + your Dex modifier). If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target	

occupies a larger space than you do, he chooses his final position according to the guidelines given above.

Drain Vitality	[ToB]
A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save (DC 12 + your Wis modifier) or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage.	

Hand of Death	[ToB]
You reach out and tap your foe with a single finger. Her look of puzzlement turns to fear as black energy spreads across her body, rendering her helpless. You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless. This maneuver functions only against flat-footed opponents. As part of this maneuver, you make a melee touch attack against your opponent. If this attack hits, your opponent must make a successful Fortitude save (DC 14 + your Wis modifier) or be paralyzed for 1d3 rounds.	

Shadow Stride	[ToB]
You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away. This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.	

Shifting Defense	[ToB]
You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield. Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks. While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you. Moving in this manner consumes one of your attacks of opportunity in the current round. You cannot move in this manner if you have no attacks of opportunity remaining. This movement does not provoke attacks of opportunity.	

Strength Draining Strike	[ToB]
Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened. As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save (DC 13 + your Wis modifier) halves this Strength damage, but has no effect on the normal melee damage you deal with the strike. This maneuver is a supernatural ability.	

Mighty Arms Powerful Build	[My]
Mighty Arms Slam Attack (Large)	[My]

Special Qualities	
+2 bonus on Sense Motive checks (Ex)	[RS]
AC Bonus (Ex)	[PH]
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.	
Acclimated (Ex)	[RS]
Darkvision (Ex)	[PH]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	

Discipline Focus (Ex)	[ToB]
As a swordsage, you can focus your training to take advantage of each discipline's fighting style. Each time you gain the discipline focus ability, select one of the six swordsage disciplines to which that focus applies. You can select a different discipline each time you gain discipline focus, but you must know at least one martial maneuver from the selected discipline. Even if you select a different discipline at higher levels, your discipline choice for earlier abilities does not change. This focus manifests in the following ways.	
Weapon Focus: At 1st level, you gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline. See the discipline descriptions in Chapter 4.	
Insightful Strikes: At 4th level, you can add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the chosen discipline. At 12th level, you can choose a second discipline to which this ability applies.	
Defensive Stance: At 8th level, you gain a +2 bonus on saving throws whenever you adopt a stance from the chosen discipline. At 16th level, you can choose a second discipline to which this ability applies. You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Shaky	[UA]

You are relatively poor at ranged combat.	
Flurry of Blows (Ex)	[PH]
When unarmored, as a full attack action using unarmed or special monk weapons, a monk may strike with a flurry of blows at the expense of accuracy. Making two extra attacks at your highest attack bonus. When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.	
Maneuvers	[ToB]
You begin your career with knowledge of six martial maneuvers. The disciplines available to you are Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by swordsmen is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. You learn additional maneuvers at higher levels, as shown on Table 1-2. You must meet a maneuver's prerequisite to learn it. See Table 3-1, page 39, to determine the highest-level maneuvers you can learn. Upon reaching 4th level, and at every even-numbered swordsmen level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver. You can swap only a single maneuver at any given level.	
Maneuvers Readied	[ToB]
You can ready four of your six maneuvers known at 1st level, and as you advance in level and learn more maneuvers, you are able to ready more, but you must still choose which maneuvers to ready. You ready your maneuvers by meditating and exercising for 5 minutes. The maneuvers you choose remain readied until you decide to meditate again and change them. You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in meditation, you can change your readied maneuvers. You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below). You can recover an expended maneuver by using a full-round action to quickly meditate. Doing this does not provoke attacks of opportunity. If you complete your meditation, you can choose one expended maneuver to refresh. It is now available for use in a subsequent round.	
Mighty Wallop Enhancement (Unarmed Strike)	[My]
You increase the damage done by a bludgeoning Weapon weapon.	
Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	
Monstrous Humanoid Type	[MM]
Monstrous Humanoids eat/sleep/breathe	
Mountain Movement (Ex)	[My]
Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.	
Powerful Build (Ex)	[My]
The physical stature of a goliath let's him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.	
Psionic	[XPH]
Total Power Points 62; Base Power Points 35; Bonus Power Points 27	
Quick to Act (Ex)	[ToB]
You gain a +1 bonus on initiative checks.	
Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Swift Concentration	[CS]
You can maintain concentration on a spell or similar effect as a swift action.	
Extreme Leap	[CS]
If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.	
Leaping Climber	[CS]
If you begin a climb by making a JUMP check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round. Treat the jump check as being made with a running start even if you didn't move at least 20 feet.	
Wall Jumper	[CS]

If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from the wall as if you had a running start.

Stances Known **[ToB]**
You begin play with knowledge of one 1st-level stance from any discipline open to you. At 2nd, 5th, 9th, 14th, and 20th level, you can choose additional stances. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

Unarmed Strike **[PH]**
Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells). A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3-10: The Monk. The unarmed damage on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Weapon and Armor Proficiency **[ToB]**
As a swordsmen, you are proficient with simple weapons, martial melee weapons (including those that can be used as thrown weapons), and light armor, but not with shields.

Weapon Focus (Shadow Hand) (Ex) **[ToB]**
Grants the Weapon Focus feat for weapons associated with the Shadow Hand discipline (dagger, short sword, sai, siangham, unarmed strike, and spiked chain).

Feats	
Beast Strike	[My]
Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage. Special: A fighter may select Beast Strike as a fighter bonus feat.	
Body Fuel	[XPH]
You can expand your power point total at the expense of your health. You can recover 2 power points by taking 1 point of ability burn damage (see page 67) to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional power points for a proportional cost; for example, you could choose to recover 6 power points by taking 3 points of ability burn damage to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight. Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body (if you are under the effect of mind switch or metamorph, for example, you gain no benefit).	
Bonus Essentia	[MoI]
You are better able to harness your personal store of incarnum. You gain 1 point of essentia. If you are capable of shaping soulmelds, you instead gain 2 points of essentia.	
Combat Expertise	[PH]
You are trained at using your combat skill for defense as well as offense. When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.	
Combat Reflexes	[PH]
You can respond quickly and repeatedly to opponents who let their defenses down. When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.	
Exotic Weapon Proficiency (Rope Dart)	[PH]
You make attack rolls with the weapon normally. Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls. Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13. A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)	
Improved Trip	[PH]
You are trained not only in tripping opponents safely but also in following through with an attack. You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to	

trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Monastic Training (Psychic Warrior) [ECS]

You are part of an order that combines the monastic discipline of the monk class with another form of training.

Pick one class. Taking levels in this class does not prevent you from taking monk levels. If you take levels in any other class, you lose your ability to progress as a monk as usual. If the selected class also has restricted advancement, such as the paladin class, taking monk levels does not prevent you from advancing in that class. Special: A monk can take this feat as his bonus feat at 1st, 2nd, or 6th level.

Psychic Renewal [ToB]

Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.

As a swift action, you can recover any expended maneuver by expending your psionic focus and spending power points equal to the maneuver's level.

Shape Soulmeld [MoI]

You gain the ability to shape a single soulmeld.

When this feat is selected, choose a soulmeld from any class's soulmeld list. You can shape that soulmeld using the normal meldshaping rules (see page 49). Once chosen, the soulmeld granted by this feat can never be changed. Your meldshaper level for this soulmeld is equal to one-half your character level. If you have essentia, you can invest essentia in the soulmeld as normal. See Table 2-1: Essentia Capacity on page 19 to determine the soulmeld's essentia capacity. If you have the ability to bind a soulmeld to a chakra, you can bind this soulmeld to any chakra available to you (as long as the soulmeld can be bound to that chakra). Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new soulmeld.

Snap Kick [ToB]

You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.

When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage + 1/2 your Str bonus. You take a -2 penalty on all attack rolls you make this round.

Tashalatora [My]

You have successfully integrated martial arts with psionic power under the tutelage of Tashalatora masters. Psychic Warrior

Your levels in the psionic class you selected for Monastic Training stack with your monk levels to determine your AC bonus, flurry of blows attacks, and unarmed damage from the monk class.

(Currently implemented for Psychic Warrior and Psion: 11)

Improved Unarmed Strike [Book of Vile Darkness, p.96]

You are skilled at fighting while unarmed.

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.

Improved Natural Attack (Unarmed Strike) [My]
(Granted)

Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Track (Granted) [PH]

You can follow the trails of creatures and characters across most types of terrain.

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Weapon Focus (Chain (Spiked), Dagger, Sai, Siangham, Sword (Short), Unarmed Strike) [PH]
(Granted)

You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Rope Dart, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Slam, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike

(Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates

Face 10

Half-Minotaur

Half-Ogre(Large or Larger)

Psionic

Reach 10

Temporary Bonus

Inertial Armor

Psychic Warrior Powers

LEVEL	0	1	2	3	4	5	6
KNOWN	—	3	3	3	2	—	—
PER DAY	—	—	—	—	—	—	—

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

Power Points	Name	School	Time	Duration	Range	Source
1	Compression	Psychometabolism	1 standard action	1 rounds [D]	Personal	TME:p.84

[O] **TARGET:** You; **EFFECT:** This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum effective Strength score of 1], a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet [meaning that you must enter an opponent's square to attack]. If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed. All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple effects that reduce size do not stack, which means [among other things] that you can't use a second manifestation of this power to further reduce yourself. Augment: You can augment this power in one or more of the following ways. 1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength [to a minimum effective Strength score of 1], a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size. 2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action. 3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level. [SR:No]

1	Expansion	Psychometabolism	1 standard action	1 rounds [D]	Personal	XPH:p.105
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[O] **TARGET:** You; **EFFECT:** This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size. If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check [using your increased Strength score] to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you-you cannot crush yourself to death by increasing your size. All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple effects that increase size do not stack, which means [among other things] that you can't use a second manifestation of this power to further expand yourself. Augment: You can augment this power in one or more of the following ways. 1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size. 2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action. 3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level. [SR:No]

1	Inertial Armor	Psychokinesis	1 standard action	1 hours [D]	Personal	XPH:p.113
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[Vi, see text] **TARGET:** You; **EFFECT:** Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor. Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1. [SR:No]

LEVEL 2 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
3	Dimension Swap	Psychoportation (Teleportation)	1 standard action	Instantaneous	Close (25 ft.)	XPH:p.93

[Vi] **TARGET:** You and one ally in range, or any two allies in range, see text.; **EFFECT:** You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures. Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies. Augment: For every 2 additional power points you spend, this power can affect a target one size category larger. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]

3	Extend Reach	Psychokinesis	1 swift action	1 round	Touch	CP:p.89
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[Visual] **TARGET:** One melee weapon; **EFFECT:** You cause a telekinetic extension to form as you strike with your weapon, granting you greater reach in combat. When you manifest this power, your weapon becomes a reach weapon, extending its reach by 5 feet. If your weapon is already a reach weapon, this power extends its reach an additional 5 feet. the weapon no longer threatens all the squares that it previously threatened, but instead threatens those that are 5 feet farther away. For example, if you manifest extend reach while using a bastard sword, you cannot attack an adjacent opponent, but you can attack one 10 feet away. If you are using a guisarme [a polearm with a 10-foot reach], you do not threaten an opponent 10 feet away, but you do threaten an opponent 15 feet away. Augment: For every additional power point you spend, the duration increases by 1 round.

3	Hustle	Psychometabolism	1 swift action	see text	Personal	TME:p.111
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[Au] **TARGET:** One extra move action; **EFFECT:** You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity. You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you move. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn. [SR:No]

LEVEL 3 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
5	Dimension Slide	Psychoportation (Teleportation)	1 standard action	Instantaneous	Close (25 ft.)	TME:p.92

[Vi] **TARGET:** You [see text]; **EFFECT:** You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of dimension slide does not provoke attacks of opportunity. If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function. Augment: If you spend 4 additional power points, you can manifest this power as a move action. [SR:No]

5	Evade Burst	Psychometabolism	1 immediate action	Instantaneous	Personal	XPH:p.105
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[Ma] **TARGET:** You; **EFFECT:** You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage. You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can even manifest this power when it isn't your turn. Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save. [SR:No]

5	Vampiric Blade	Psychometabolism	1 standard action	1 rounds	0 ft.	XPH:p.140
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[Ma, Vi] **TARGET:** One weapon you hold; **EFFECT:** As claws of the vampire, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

LEVEL 4 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
7	Freedom of Movement, Psionic	Psychoportation	1 standard action	10 minutes	Personal	TME:p.109

[Au] **TARGET:** You; **EFFECT:** As the freedom of movement spell, except as noted here. [SR:No]

7	Weapon of Energy	Transmutation [See text]	1 standard action	1 round/level	Touch	SC:p.236
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[V,S] **TARGET:** One weapon; **EFFECT:** You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of damage of that energy type on a successful hit. On a critical hit, the weapon deals an additional 1d10 points of energy damage. If the weapon's critical multiplier is ×3, add 2d10 points of energy damage instead, and if the multiplier is ×4, add 3d10 points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a +1 flaming longsword to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit. This spell has a descriptor that is the same as the energy created by the target weapon. For example, weapon of energy is a fire spell when used to give a weapon bonus fire damage. As claw of energy, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon. [SR:Yes [harmless,object]; DC:19, Fortitude negates [harmless,object]]

* =Domain/Specialty Spell
Swordsage Spells

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

LEVEL 2 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐ Clever Positioning	Setting Sun (Strike)	1 standard action		Melee attack	ToB:p.70

TARGET: One creature; **EFFECT:** With a swift flurry of motion, you knock you foe off balance, slip into his space, and force him into the spot you just occupied. You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull him into your space while moving into his space. As part of this maneuver, you make a single melee attack against a target. If your attack hits, the target takes damage normally and must make a Reflex save [DC 12 + your Dex modifier]. If this save fails, you swap positions with the target. If the target is Large or larger, you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a larger space than you do, he chooses his final position according to the guidelines given above. [; DC:17, Reflex partial]

☐☐☐☐ Drain Vitality	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.77
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TARGET: One creature; **EFFECT:** A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy. As part of this maneuver, make a single melee attack. If this attack hits, you deal normal melee damage and the target must make a successful Fortitude save [DC 12 + your Wis modifier] or take 2 points of Constitution damage. A successful save negates the Constitution damage but not the normal melee damage. [; DC:17, Fortitude negates]

* =Domain/Specialty Spell

Swordsage Spells

LEVEL 3 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
Strength Draining Strike	Shadow Hand (Strike)	1 standard action		Melee attack	ToB:p.80
TARGET: One creature; EFFECT: Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along his veins, and leaves him weakened. As part of this maneuver, you make a single melee attack against an opponent. In addition to dealing normal melee damage with the attack, you deal 4 points of Strength damage. A successful Fortitude save [DC 13 + your Wis modifier] halves this Strength damage, but has no effect on the normal melee damage you deal with the strike. This maneuver is a supernatural ability. [; DC: 18, Fortitude half]					

LEVEL 4 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
Hand of Death	Shadow Hand (Strike)	1 standard action	1d3 rounds	Touch	ToB:p.77
TARGET: Creature touched; EFFECT: You reach out and tap your foe with a single finger. Her look of puzzlement turns to fear as black energy spreads across her body, rendering her helpless. You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless. This maneuver functions only against flat-footed opponents. As part of this maneuver, you make a melee touch attack against your opponent. If this attack hits, your opponent must make a successful Fortitude save [DC 14 + your Wis modifier] or be paralyzed for 1d3 rounds. [; DC: 19, Fortitude negates]					

LEVEL 5 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
Shadow Stride	Shadow Hand [Teleportation]	1 move action		50 ft.	ToB:p.80
TARGET: You; EFFECT: You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear fifty feet away. This maneuver functions as the shadow jaunt maneuver, except that it can be initiated as a move action.					
Shifting Defense	Setting Sun (Stance)	1 swift action	Stance	Personal	ToB:p.73
TARGET: You; EFFECT: You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield. Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks. While you are in this stance, you can make an immediate 5-foot step each time an opponent attacks you. Moving in this manner consumes one of your attacks of opportunity in the current round. You cannot move in this manner if you have no attacks of opportunity remaining. This movement does not provoke attacks of opportunity.					

LEVEL 6 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
Ballista Throw	Setting Sun (Strike)	1 standard action		Touch and 60 ft.; see t	ToB:p.70
TARGET: 60-ft. line; EFFECT: You grab your opponent and spin like a top, swinging him around before throwing him at your opponents like a bolt from a ballista. This maneuver functions like mighty throw [page 73], except as noted here. As part of this maneuver, you must succeed on a melee touch attack against your foe. You can then make a trip attempt against your enemy. You gain a +4 bonus on the ability check. If you succeed in tripping your foe, you throw him in a 60-foot line. The target and all creatures in this area take 6d6 points of damage. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.					

* =Domain/Speciality Spell

Aytee Entee

Goliath (Psionic)

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Monstrous Humanoid

Race Type

Race Sub Type

Description:
Biography: