

Skippy

Character Name

Scout 1, Rogue (Wilderness Rogue) 1, Psychic Rogue 1

CLASS

3/5 (3)

Character Level/ECL (CR)

10000 / 15000

EXP/NEXT LEVEL

Player Name

Catfolk (Psionic) / Deathless

RACE

0

Male

GENDER

EYES

HAIR

Points

Deity

None

Region

None

Alignment

Darkvision (60 ft.), Low-Light Vision

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

26

+8

26

+8

CON

Constitution

*

+0

*

+0

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

20

+5

20

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+14

=

+6

+

+8

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

HP

hit points

36

WOUNDS/CURRENT HP

AC

armor class

21

:

13

:

18

=

10

+

0

+

0

+

8

+

0

+

3

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+8

=

+8

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SUBDUAL DAMAGE

DAMAGE REDUCTION

5/ Bludgeoning

SPEED

Walk 40 ft.

TOTAL SKILLPOINTS: 70 (UNUSED: 70)

SKILLS

MAX RANKS: 6/3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

4

=

4

✓ Balance

DEX

8

=

8

✓ Bluff

CHA

5

=

5

✓ Climb

STR

3

=

3

✓ Concentration

CON

5

=

0

+ 5

✓ Craft (Untrained)

INT

4

=

4

✓ Diplomacy

CHA

5

=

5

✓ Disguise

CHA

5

=

5

✓ Escape Artist

DEX

8

=

8

✓ Forgery

INT

4

=

4

✓ Gather Information

CHA

5

=

5

✓ Heal

WIS

3

=

3

✓ Hide

DEX

8

=

8

✓ Intimidate

CHA

5

=

5

✓ Jump

STR

7

=

3

+ 4

✓ Knowledge (Untrained)

INT

4

=

4

✓ Listen

WIS

5

=

3

+ 2

✓ Move Silently

DEX

10

=

8

+ 2

✓ Ride

DEX

8

=

8

✓ Search

INT

4

=

4

✓ Sense Motive

WIS

3

=

3

✓ Spot

WIS

3

=

3

✓ Survival

WIS

3

=

3

✓ Swim

STR

3

=

3

✓ Use Rope

DEX

8

=

8

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

MELEE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+0

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

+8

=

+0

+

+8

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+8

DAMAGE

1d3+3

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+8/+8

DAMAGE

1d4+3

*: 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.

Psionics

Base PP:

0

BonusPP:

2

Total PP:

2

Current PP:

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Claw	Equipped	1	0 / 0		
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Total= 0 gp					
MAGIC					
Languages					
Common, Draconic, Feline, Gnoll, Halfling, Sylvan					
Other Companions					
Special Attacks					
Skirmish (+1d6)				[MM]	
Sneak Attack +2d6				[PH]	
+2d6					
Special Qualities					
Deathless Type				[MM]	
Deathless do not eat/sleep/breathe. Deathless are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects. Not subject to critical hits/ nonlethal damage/ ability drain. Unlike Undead, Deathless are susceptible to energy drain. Immune to damage to STR/DEX/CON as well as to fatigue and exhaustion effects. Negative energy can harms Deathless creatures. Immune to any effect that requires a Fortitude save other than energy drain (unless it works on objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self).					
Flight				[MM]	
Immunity to Cold (Ex)				[MM]	
You never take Cold damage					
Low-Light Vision				[RW]	
Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.					
Low-Light Vision (Ex)				[PH]	
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.					
Maximum Power Level Known				[TME]	
A psychic rogue begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers. To learn or manifest a power, a psychic rogue must have an Intelligence score of at least 10 + the power's level.					
Power Points/Day				[TME]	
Power Points 0; A psychic rogue's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Rogue. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic rogue gains no power points for his class level, but he gains bonus power points (if he is entitled to any) and can manifest the single power he knows with those power points.					
Powers Known				[TME]	
A psychic rogue begins play knowing one psychic rogue power of your choice. With the exception of 4th, 8th, 12th, 16th, and 20th levels, each time he achieves a new level, he unlocks the knowledge of a new power. Choose the powers known from the psychic rogue power list. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psychic rogue to learn powers from the lists of other classes.) A psychic rogue can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a psychic rogue can manifest in a day is limited only by his daily power points. A psychic rogue simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against psychic rogue powers is 10 + the power's level + the psychic rogue's Intelligence modifier.					
Psionic				[XPH]	
Total Power Points 2; Base Power Points 0; Bonus Power Points 2					
Racial Skills				[RW]	
Catfolk have a +2 racial bonus on Listen and Move Silently checks.					
Racial Traits ~ Catfolk				[RW]	
+4 Dexterity, +2 Charisma.					
. A catfolk's base land speed is 40 feet.					

- . Low-Light Vision: Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- . Racial Skills: Catfolk have a +2 racial bonus on Listen and Move Silently checks.
- . +1 natural armor bonus.
- . Automatic Languages: Common, Feline. Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.
- . Level adjustment +1.

Skirmish (Ex) [CAD]

[Skirmish +1d6] A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Sneak Attack [TME]

Sneak Attack 2d6; If a psychic rogue can catch an opponent when she cannot defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the psychic rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the psychic rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three psychic rogue levels thereafter. Should the psychic rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a psychic rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon to execute a sneak attack. A psychic rogue can sneak attack only living creatures with discernible anatomies -- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The psychic rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A psychic rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Attack [PH]

You can do an additional 2d6 damage if your opponent is unable to defend against you - whenever your opponent would be denied any dex bonus to AC, or you are flanking. Even at range (up to 30'). Creatures immune to critical hits are also immune to this sneak bonus. This damage can be non-lethal only if you use a sap (blackjack) or unarmed attack

Trapfinding [TME]

Psychic rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic or psionic trap has a DC of 25 + the level of the spell or power used to create it. Psychic rogues can use the Disable Device skill to disarm magic and psionic traps. Magic and psionic traps generally have a DC of 25 + the level of the spell or power used to create them. A psychic rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trapfinding [PH]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trapfinding (Ex) [CAD]

A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Weapon and Armor Proficiency [TME]

Psychic rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Psychic rogues are proficient with light armor, but not with shields.

Weapon and Armor Proficiency [PH]

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Weapon and Armor Proficiency [CAD]

Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Feats

Weapon Finesse

[Book of Vile Darkness, p.102]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Blowgun, Boulder, Claw, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Handaxe, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, NoProfReq, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike

Templates

Bone Creature (Deathless)

Psionic

Skippy
Catfolk (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Deathless
Race Type	

Race Sub Type

Description:
Biography: