

Pizen

Character Name

Psychic Warrior 12

CLASS

12 (13)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Aasimar (Lesser) / Humanoid

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

None

Alignment

Normal

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

18

+4

18

+4

CON

Constitution

16

+3

16

+3

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

25

+7

31

+10

CHA

Charisma

24

+7

24

+7

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+11

=

+8

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+4

+

+4

+

+0

+

-3

+

+0

+

WILL

(wisdom)

+11

=

+4

+

+10

+

+0

+

-3

+

+0

+

HP

hit points

132

WOUNDS/CURRENT HP

AC

armor class

25

FLAT

21

TOUCH

25

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

11

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

+0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

10

ACID RESIST

5

COLD RESIST

5

ELECT. RESIST

5

FIRE RESIST

Encumbrance

Light

Conditional Save Modifiers:

Acid Resistance 5

Cold Resistance 5

Electricity Resistance 5

MELEE

attack bonus

TOTAL

+10/+5

=

BASE ATTACK BONUS

+9/+4

STAT

+3

SIZE

+0

MISC

-2

EPIC

0

TEMP

RANGED

attack bonus

+19/+14

=

+9/+4

+

+4

+

+0

+

+6

+

0

+

GRAPPLE

attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+10/+5	1d8+3	20/x2	5 ft.

Special Properties:

*Hank's Energy Bow (Dragonbone)					
HAND	TYPE	SIZE	CRITICAL	REACH	
Both	P	M	20/x3	5 ft.	
Range: 30 ft. To Hit: +20/+15 Damage: 2d6+6					
130 ft.	260 ft.	390 ft.	520 ft.	650 ft.	
TH	+19/+14	+17/+12	+15/+10	+13/+8	+11/+6
Dam	2d6+5	2d6+5	2d6+5	2d6+5	2d6+5
780 ft.	910 ft.	1040 ft.	1170 ft.	1300 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4
Dam	2d6+5	2d6+5	2d6+5	2d6+5	2d6+5

Special Properties: Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., STR bonus to damage, Dragonbone Bows increase their range increment by 20

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+10	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:

48

Bonus PP:

61

Total PP:

109

Current PP:

TOTAL SKILLPOINTS: 90		MAX RANKS: 15/7.5			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	4	=	4	
✓ Bluff	CHA	7	=	7	
✓ Climb	STR	3	=	3	
✓ Concentration	CON	17	=	3	+ 14
Craft (Alchemy)	INT	21	=	4	+ 15
Craft (Poisonmaking)	INT	34	=	4	+ 15
✓ Craft (Untrained)	INT	4	=	4	
✓ Diplomacy	CHA	7	=	7	
✓ Disguise	CHA	7	=	7	
✓ Escape Artist	DEX	4	=	4	
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	7	=	7	
✓ Heal	WIS	10	=	10	
✓ Hide	DEX	4	=	4	
✓ Intimidate	CHA	7	=	7	
✓ Jump	STR	3	=	3	
Knowledge (Nature)	INT	11	=	4	+ 7
Knowledge (Psionics)	INT	19	=	4	+ 15
✓ Knowledge (Untrained)	INT	4	=	4	
✓ Listen	WIS	12	=	10	+ 2
✓ Move Silently	DEX	4	=	4	
Profession (Herbalist)	WIS	25	=	10	+ 15
✓ Ride	DEX	4	=	4	
✓ Search	INT	7	=	4	+ 3
✓ Sense Motive	WIS	13	=	10	+ 3
✓ Spot	WIS	12	=	10	+ 2
✓ Survival	WIS	10	=	10	
✓ Survival (Natural environments)	WIS	12	=	10	+ 2
✓ Swim	STR	3	=	3	
✓ Use Rope	DEX	4	=	4	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Periapt of Wisdom +6		Equipped	1	0 / 36,000	
Although it appears to be a normal pearl on a light chain, a periapt of wisdom actually increases the possessor's Wisdom score in the form of an enhancement bonus of +6. Moderate transmutation; CL 8th					
Hank's Energy Bow (Dragonbone)		Equipped	1	3 / 20,700	
Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., STR bonus to damage, Dragonbone Bows increase their range increment by 20					
Master Poisoner's Ring		Equipped	1	0 / 16,905	
+13 Competence Bonus to Craft Poisonmaking. Compartment contains a single dose of poison., Competence bonus to selected skill of Craft (Poisonmaking)]+13					
Belt, Monk's		Equipped	1	1 / 13,000	
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Mighty Arms		Equipped	1	0 / 1,000	
Can be mounted with Warforged components that attach to the hand, such as a Battlefist					
Masterwork Artisan's Tools (Alchemy)		Equipped	1	5 / 55	
Masterwork Artisan's Tools (Poisonmaking)		Equipped	1	5 / 55	
Slam		Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		19.7 lbs.	87,715gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Coin (Gold): 285[Equipped]					
				Total= 285 gp	
MAGIC					
Languages					
Celestial, Common, Draconic, Dwarven, Elven, Sylvan					
Other Companions					

Special Attacks	
Daylight (Sp)	[MM]
An Aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.	
Mighty Arms Slam Attack (Medium)	[My]

Special Qualities	
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.	
Noncombatant	[UA]
You are relatively inept at melee combat.	
Poor Reflexes	[UA]
You often zig when you should have zagged.	
Weak Will	[UA]
You are highly suggestible and easily duped.	
Naturally Psionic (Ex)	[XPH]
A phrenic creature gains 1 bonus power point.	
Psionic	[XPH]
Total Power Points 109; Base Power Points 48; Bonus Power Points 61	
Resistance to Acid (Ex)	[MM]
You may ignore 5 points of Acid damage each time you take Acid damage	
Resistance to Cold (Ex)	[MM]
You may ignore 5 points of Cold damage each time you take Cold damage	
Resistance to Electricity (Ex)	[MM]
You may ignore 5 points of Electricity damage each time you take Electricity damage	
Segmented Eyes	[Lom]
+3 Search	
Skills	[MM]
An Aasimar has a +2 racial bonus on Spot and Listen checks.	
Collector of Stories	[CS]
When you attempt a trained Knowledge check to identify a creature to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.	

Feats	
Aberration Blood	[Lom]
You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later.	
Deepspawn (Grafted)	[My]

you have replaced the two tentacles granted by your ancestry with one or more grafts.	
Fell Shot	[XPH]
You can strike your foe with a ranged weapon as if making a touch attack.	
To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your ranged attack as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.	
Hidden Talent	[XPH]
Your mind wakes to a previously unrealized talent for psionics.	
Your latent power of psionics fl ares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve. When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. (This is not a manifester level, and it does not add to any manifester levels gained by taking psionic classes.) If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist. Note: This is an expanded version of the Wild Talent feat, intended for use in high-psionics campaigns.	
Master of Poisons	[DrU]
You are highly trained and adept in the use of toxic substances.	
You can apply poison or oil to a weapon as a swift action, without provoking attacks of opportunity. In addition, you never risk accidentally poisoning yourself when applying poison to a weapon. Normal: Applying poison or oil to a weapon is a standard action that provokes attacks of opportunity. When applying poison to a weapon, you have a 5% chance of accidentally poisoning yourself.	
Mercantile Background	[My]
You were born to a merchant empire.	
Get 3/4 back for items you sell instead of 1/2, 1/month you can buy something for 3/4 of the price.	
Point Blank Shot	[PH]
You are skilled at making well-placed shots with ranged weapons at close range.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Psicrystal Affinity	[XPH]
You have created a psicrystal. (See Psicrystals, page 21 and 207, for details on how psicrystals work).	
Psicrystal Containment	[XPH]
Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.	
You can spend a full-round action attempting to psionically focus your psicrystal (see the Concentration skill description, page 37). At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself-only the owner can spend the time to focus the crystal.	
Psionic Shot	[XPH]
You can charge your ranged attacks with additional damage potential.	
To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.	
Rapid Shot	[PH]
You can use ranged weapons with exceptional speed.	
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	
Warped Mind	[Lom]
You gain a racial bonus on Will saves against mindaffecting spells and abilities equal to one-half the number of aberrant feats you possess. You gain 1 psionic power point for each aberrant feat you possess.	
Zen Archery	[CW]
Use Wisdom instead of Dexterity for ranged attacks.	

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), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, 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, 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
Assign Race Type ~ Humanoid
Lesser Planetouched
Phrenic
Psionic

Innate

- ☐Daylight

☐Force Screen

☐☐☐Precognition, Defensive

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Daylight	Evocation [Light, Fire Shugenja]	1 standard action	120 minutes [D]	Touch	PH:p.216
[V, S] TARGET: Object touched; EFFECT: The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
<input type="checkbox"/> Force Screen	Psychokinesis [Force]	1 standard action	[CASTERLEVEL] minutes	Personal	TME:p.108
[Au] TARGET: You; EFFECT: You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Precognition, Defensive	Clairsentience	1 standard action	[CASTERLEVEL] min. [D]	Personal	TME:p.124
[Ma, Vi] TARGET: You; EFFECT: Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the insight bonus gained increases by 1. 2. If you spend 6 additional power points, you can manifest this power as a swift action.					
* =Domain/Speciality Spell					

Psychic Warrior Powers

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

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

Power Points	Name	School	Time	Duration	Range	Source
1	Call Weaponry	Psychoportation (Teleportation)	1 round	1 minutes [D]	0 ft.	XPH:p.82
[Ma] TARGET: One weapon, see text; EFFECT: Call a weapon to your hand. You call a weapon "from thin air" into your waiting hand [actually, it is a real weapon hailing from another location in space and time]. You don't have to see or know of a weapon to call it-in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated. Weapons gained by call weaponry are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome. Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1. [SR:No]						
1	Expansion	Psychometabolism	1 standard action	1 rounds [D]	Personal	XPH:p.105
[Oi] 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	Minor Creation, Psionic	Metacreativity (Creation)	1 minute	1 hours [D]	0 ft.	XPH:p.121
[Ma] TARGET: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1 cu. ft.; EFFECT: You create a nonmagical, unattended object of nonliving, vegetable matter - linen clothes, a hemp rope, a wooden ladder, and so forth. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item, such as Craft [bowmaking] check to make straight arrow shafts. Attempting to use any created object as a material component causes the spell to fail. [SR:No]						
1	Prevenom Weapon	Psychometabolism (Creation)	1 standard action	1 min. or until discharged	Touch	XPH:p.125
[Ma] TARGET: Weapon touched; EFFECT: As prevenom, except your weapon gains the poison coating as long as it remains in your grip.						

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

Power Points	Name	School	Time	Duration	Range	Source
3	Dissolving Weapon	Psychometabolism [Acid]	1 standard action	Instantaneous	Personal	XPH:p.95
[Vi] TARGET: One held weapon; EFFECT: As dissolving touch, except your weapon is charged with acid until you make a successful attack. [SR:No]						
3	Perfect Archery	Clairsentience	1 swift action	1 round	Personal	CP:p.93
[Mental] TARGET: You; EFFECT: While this power is manifested, you do not provoke attacks of opportunity for firing ranged weapons. Augment: For every additional power point you spend, you can increase this power's duration by 1 round.						
3	Strength of My Enemy	Psychometabolism	1 standard action	1 rounds [D]	Personal	XPH:p.133
[Vi; see text] TARGET: You; EFFECT: You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately-the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength 8, and you gain only the highest total. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2. 2. If you spend 6 additional power points, you can manifest this power as a swift action.						

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
[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
[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.						
* =Domain/Speciality Spell						

PsiSpell Powers

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

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

Power Points	Name	School	Time	Duration	Range	Source
1	Minor Creation, Psionic	Metacreativity (Creation)	1 minute	2 hours [D]	0 ft.	XPH:p.121
[Ma] TARGET: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 2 cu. ft.; EFFECT: You create a nonmagical, unattended object of nonliving, vegetable matter - linen clothes, a hemp rope, a wooden ladder, and so forth. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item, such as Craft [bowmaking] check to make straight arrow shafts. Attempting to use any created object as a material component causes the spell to fail. [SR:No]						
* =Domain/Speciality Spell						

Pizen

Aasimar (Lesser)

RACE0

AGE

Male

GENDER

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

Humanoid

Race Type

Race Sub Type

Description:
Biography: