

Controllah

Character Name

Player Name

Deity

None

Region

None

Telepath 12

Kalashtar (Psionic) / Humanoid

Medium / 5 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.), Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

12 (13)

66000 / 78000

0

Female

EYES

HAIR

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

HP

AC

INITIATIVE

MISS CHANCE

Arcane Spell Failure

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

STR

16

+3

16

+3

hit points

22

18

14

10

6

0

4

0

2

0

0

0

0

0

0

0

0

0

DEX

18

+4

18

+4

armor class

TOTAL

FLAT

TOUCH

BASE

ARMOR

SHIELD

STAT

SIZE

NATURAL

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

CON

16

+3

16

+3

modifier

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK

SPELL PENALTY

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

INT

21

+5

27

+8

Encumbrance

Light

WIS

18

+4

18

+4

CHA

16

+3

16

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+13

=

+4

+

+3

+

+2

+

+4

+

+0

+

REFLEX

+12

=

+4

+

+4

+

+2

+

+2

+

+0

+

WILL

+16

=

+8

+

+4

+

+2

+

+2

+

+0

+

Conditional Save Modifiers:

Cold Resistance 15

MELEE

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

attack bonus

+7/+2

=

+6/+1

+

+3

+

+0

+

-2

+

0

+

RANGED

+8/+3

=

+6/+1

+

+4

+

+0

+

-2

+

0

+

GRAPPLE

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

(nonlethal only)

+7/+2

1d3+3

20/x2

5 ft.

Special Properties:

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Amulet of Natural Armor +2

+2

+0

0

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +2. Faint transmutation; CL 5th

*Bracers of Armor +6

+6

+0

0

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th

Psionics

Base PP:

126

BonusPP:

48

Total PP:

174

Current PP:

TOTAL SKILLPOINTS: 110

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

8

=

8

✓ Balance

DEX

4

=

4

✓ Bluff

CHA

18

=

3

+ 15

✓ Climb

STR

3

=

3

✓ Concentration

CON

18

=

3

+ 15

Craft (Alchemy)

INT

23

=

8

+ 15

Craft (Gemcutting)

INT

23

=

8

+ 15

Craft (Poisonmaking)

INT

23

=

8

+ 15

✓ Craft (Untrained)

INT

8

=

8

✓ Diplomacy

CHA

7

=

3

+ 4

✓ Disguise

CHA

3

=

3

✓ Disguise (Act in character)

CHA

5

=

3

+ 2

✓ Escape Artist

DEX

4

=

4

✓ Forgery

INT

8

=

8

✓ Gather Information

CHA

3

=

3

✓ Heal

WIS

4

=

4

✓ Hide

DEX

4

=

4

✓ Intimidate

CHA

5

=

3

+ 2

✓ Jump

STR

7

=

3

+ 4

✓ Knowledge (Untrained)

INT

8

=

8

✓ Listen

WIS

6

=

4

+ 2

✓ Move Silently

DEX

4

=

4

Profession (Miller)

WIS

5

=

4

+ 1

Profession (Woodcutter)

WIS

6

=

4

+ 2

Psicraft

INT

23

=

8

+ 15

✓ Ride

DEX

4

=

4

✓ Search

INT

8

=

8

✓ Sense Motive

WIS

19

=

4

+ 15

✓ Spot

WIS

6

=

4

+ 2

✓ Survival

WIS

4

=

4

✓ Swim

STR

3

=

3

✓ Use Rope

DEX

4

=

4

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Amulet of Natural Armor +2	Equipped	1	0 / 8,000		
This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +2. Faint transmutation; CL 5th					
Headband of Intellect +6	Equipped	1	0 / 36,000		
This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points. Moderate transmutation; CL 8th					
Bracers of Armor +6	Equipped	1	1 / 36,000		
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th					
Vest of Resistance +2	Equipped	1	1 / 4,000		
Psychic Surgeried Power (Control Body)		1	0 / 1,620		
<div><div></div></div> (Scroll), (Scroll)					
Psychic Surgeried Power (Astral Construct)		1	0 / 1,620		
<div><div></div></div> (Scroll)					
TOTAL WEIGHT CARRIED/VALUE		17.2 lbs.	87,240gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Coin (Gold): 760[Equipped]					Total= 760 gp
MAGIC					
Languages					
Common, Draconic, Quori					
Other Companions					
Special Qualities					
+2 Luck Bonus to all saves					[Lom]
Bonus Feats					[XPH]
A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat. These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the Player's Handbook). A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.					
Discipline					[XPH]
Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items. (See Psionic Disciplines, below, for a brief description of each discipline. Chapter 5 of this book contains a list of powers available to all psions and lists of powers restricted to certain disciplines.)					
Fast Healing (Ex)					[Lom]
You regain 2 HP per round.					
Noncombatant					[UA]
You are relatively inept at melee combat.					
Shaky					[UA]
You are relatively poor at ranged combat.					
Kalashtar Racial Traits					[ECS]
Medium: As Medium creatures, kalashtar have no special bonuses or penalties due to their size.					
Kalashtar base land speed is 30 feet.					
+2 racial bonus on saving throws a gainst mind-affecting spells and abilities, and possession: The kalashtar's dual spirits help them resist spells that target their minds.					
+2 racial bonus on Bluff, Diplomacy, and Intimidate checks: Kalashtar are masters of social interaction, influencing others through their commanding presence and subtle psychic powers.					
+2 racial bonus on Disguise checks made to impersonate a human: Kalashtar have a close physical resemblance to humans.					
Kalashtar sleep but they do not dream. As such, they have immunity to the dream and nightmare spells, as well as any other effect that relies on the target's ability to dream.					
Maximum Power Level Known					[XPH]
A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers—for example, a 3rd-level psion can learn powers of 2nd level or lower, a 5th-level psion can learn powers of 3rd level or lower, and so on. To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level. For example, a psion within an Intelligence score of 15 can manifest powers of 5th level or lower.					
Naturally Psionic					[ECS]

Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class.

Plane Shift (Sp) [My]

To/from the Plane of Shadow only

Power Points/Day [XPH]

A psion'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 2-3: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Powers Known [XPH]

A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers. Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (Exception: The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifester level. The number of times a psion can manifest powers in a day is limited only by his daily power points. A psion 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 psion powers is 10 + the power's level + the psion's Intelligence modifier.

Psi-Like Abilities [ECS]

Mindlink (1/day). This ability is like the power manifested by a wilder of 1/2 the kalashtar's Hit Dice (minimum 1st level). If you are not using the Expanded Psionics Handbook in your game, use this description of the mindlink power: You forge a telepathic bond with another creature within 30 feet, which must have an Intelligence score of 3 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from spell resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another), but only lasts for 1 round per character level. This is a mind-affecting ability.

Psionic [XPH]

Total Power Points 174; Base Power Points 126; Bonus Power Points 48

Resistance to Cold (Ex) [MM]

You may ignore 15 points of Cold damage each time you take Cold damage

Shadow Blend [Dr]

Swift Concentration [CS]

You can maintain concentration on a spell or similar effect as a swift action.

Telepathy (Su) [MM]

Weapon and Armor Proficiency [XPH]

Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarter staff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Feats	
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.	
Expanded Knowledge (2x)	[XPH]
You learn another power.	
Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. For example, a 7th-level psion gains either a new 1st, 2nd, or 3rd-level power. You can choose any power, including powers from another discipline's list or even from another class's list.	
Overchannel	[XPH]
You burn your life force to strengthen your powers.	
While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage. The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance. Normal: Your manifester level is equal to your total levels in classes that manifest powers.	
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 Meditation [XPH]

You can focus your mind faster than normal, even under duress.

You can take a move action to become psionically focused (see the Concentration skill description, page 37). Normal: A character without this feat must take a fullround action to become psionically focused.

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.

Skin of the Construct [CP]

You can wear an astral construct as if it were a second skin.

If you expend your psionic focus, you can fuse the essence of an astral construct that you have personally manifested with your own body. You choose to do this when you first manifest the power to gain this effect (instead of creating an astral construct normally). This construct, once absorbed into your body, does not count against your limit of astral constructs crafted, in most cases you can have only one astral construct active at a time. This additional astral "flesh" bonds perfectly with your own, giving you a silvery-white appearance and 1d8 temporary hit points that last for up to 1 hour. More important, it grants you one Menu A choice (EPH 186) that you can use as if you were the construct. You wear the skin of the construct for the normal duration of the manifested astral construct power, after which time it elapses. Special: If you have any other feats that modify the appearance or abilities of an astral construct (such as Boost Construct or Ectopic Form), you do not accrue those benefits when you use the astral construct power with Skin of the Construct.

Talented [XPH]

You can overchannel powers with less cost to yourself.

To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

Alertness (Granted) [PH]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Shortspear, Spells (Ray), Spells (Touch), Unarmed Strike

Templates

Psionic

Shadow Creature

☐Plane Shift (DC:10)

Innate Racial Spells

Name	School	Time	Duration	Range	Source
☐Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	PH:p.262
[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles [5d%] from your intended destination. Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. [SR:Yes; DC:10, Will negates]					
* =Domain/Speciality Spell					

Psion Powers

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

LEVEL 1 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
1	Astral Construct	Metacreativity (Creation)	1 round	1 round/level [D]	Close (55 ft.)	XPH:p.79
[Visual] TARGET: One created astral construct; EFFECT: As astral construct [EPH 77], except as noted here. You can have only one astral construct shaped at any one time. If you shape another astral construct, any previous construct dissipates. [The exception is if you are a 5th-level ectopic adept, which gives you the ability to create another astral construct while you have one active.] This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn. Astral constructs are not summoned; they are created on the plane you inhabit [using ectoplasm drawn from the Astral Plane]. Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders. Augment: For every 2 additional power points you spend, the level of the astral construct increases by one. [SR:No]						
1	Charm, Psionic	Telepathy (Charm) [Mind-Affecting]	1 standard action	12 hours	Close (55 ft.)	XPH:p.82
[Me] TARGET: One humanoid; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. Augment: You can augment this power in one or more of the following ways. 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid. 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. 3. If you spend 4 additional power points, this power's duration increases to one day per level. In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1. [SR:Yes; DC:19, Will negates]						
1	Detect Psionics	Clairsentience	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	TME:p.91
[Au Vi] TARGET: Cone-shaped emanation centered on you; EFFECT: You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject. 1st Round: Presence or absence of psionic auras. 2nd Round: Number of different psionic auras and the strength of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. [Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.] Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras. Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect psionics indicates the stronger of the two. Detection of an overwhelming aura [see the accompanying table] dazes you for 1 round and the power ends. Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]						
1	Inertial Armor	Psychokinesis	1 standard action	12 hours [D]	Personal	XPH:p.113
[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]						
1	Mindlink	Telepathy [Mind-Affecting]	1 standard action	120 min.	Close; see text	XPH:p.120
[Me] TARGET: You and one other willing creature within range that has an Intelligence score of 3 or higher; EFFECT: You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance [although not from one plane to another]. Augment: You can augment this power in one or both of the following ways. 1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing [Will save negates]. 2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power. [SR:Yes (harmless)]						
1	Mind Thrust	Telepathy [Mind-Affecting]	1 standard action	Instantaneous	Close (55 ft.)	XPH:p.120
[Au] TARGET: One creature; EFFECT: You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it. Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1. [SR:Yes; DC:19, Will negates]						

LEVEL 2 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
3	Brain Lock	Telepathy (Compulsion) [Mind-Affecting]	1 standard action	Concentration, plus 1 round	Medium (220 ft.)	XPH:p.81
[Ma Vi] TARGET: One humanoid; EFFECT: The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions [including manifesting powers or using psionic feats that require a decision to be used] nor any mental actions at all. A brain locked subject is not stunned, so attackers get no special advantage against him. A brain locked flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface. Augment: You can augment this power in one or both of the following ways. 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid. 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. [SR:Yes; DC:20, Will negates]						
3	Cloud Mind	Telepathy [Mind-Affecting]	1 standard action	12 minutes	Close (55 ft.)	TME:p.84
[None] TARGET: One creature; EFFECT: You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects. First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means. Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends. If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw. [SR:Yes; DC:20, Will negates]						
3	Ego Whip	Telepathy [Mind-Affecting]	1 standard action	Instantaneous	Medium (220 ft.)	XPH:p.98
[Au] TARGET: One creature; EFFECT: Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount [minimum 1 point] on a successful save. A target that fails its save is also dazed for 1 round. Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2. [SR:Yes; DC:20, Will half, see text]						
3	Energy Push	Psychokinesis [See text]	1 standard action	Instantaneous	Medium (220 ft.)	XPH:p.102
[Au Vi] TARGET: Ray; EFFECT: Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check [DC equal to the save DC of this power], the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact [no save]. The movement caused by energy push does not provoke attacks of opportunity. Cold: A blast of this energy type deals +1 point of damage per die [damage from impact remains at 2d6 points]. The saving throw to reduce damage from a cold push is a Fortitude save instead of a Reflex save. Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance. Fire: A blast of this energy type deals +1 point of damage per die [damage from impact remains at 2d6 points]. Sonic: A blast of this energy type deals -1 point of damage per die [damage from impact remains at 2d6 points] and ignores an object's hardness. This power's subtype is the same as the type of energy you manifest. Augment: For every 2 additional power points you spend, this power's damage increases by one die [d6] and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object. [SR:Yes; DC:20, Reflex half or Fortitude half, see text]						

LEVEL 3 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
5	Dispel Psionics	Psychokinesis	1 standard action	Instantaneous or 1d4 rounds; see text	Medium (220 ft.)	XPH:p.94
[Vi] TARGET: One manifester, creature, or object; or 20-ft.-radius burst; EFFECT: You can use dispel psionics to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers [or at least their effects] within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by dispel psionics, or can be ended only if you manifest dispel psionics at a high enough manifester level. Dispel psionics can end spell-like effects just as it does powers. The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the dispel psionics can take effect. You choose to use dispel psionics in one of two ways: a targeted dispel or an area dispel. Targeted Dispel: One object, creature, or power is the target of the dispel psionics power. You make a dispel check 10 against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect. If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power, you make a dispel check to end the power or its effect. If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword [a masterwork sword, in fact]. Artifacts and detties are unaffected by mortal power such as this. You automatically succeed on your dispel check against any power that you manifested yourself. Area Dispel: When dispel psionics is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power [which discharges the dispel psionics power so far as that target is concerned] or until you fail all your checks. The creature's psionic items are not affected. For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel. For each ongoing area or effect power whose point of origin is within the area of the dispel psionics power, you can make a dispel check to dispel the power. For each ongoing power whose area overlaps that of the dispel psionics power, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers						
* =Domain/Speciality Spell						

Psion Powers

targeting the creature or object. You can choose to automatically succeed on dispel checks against any power that you have manifested. Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 [to a maximum bonus of +20 for a 5-point expenditure]. [SR:No]

5	False Sensory Input	Telepathy [Mind-Affecting]	1 round	Concentration, up to 12 minutes [D]	Long (880 ft.)	XPH:p.106
[Me] TARGET: One creature; EFFECT: You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf [or one human look like another specific human], a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on. You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifestor who is attempting to use his powers, the enemy must make a Concentration check as if being grappling or pinned. Because you override a victim's senses, you can fool a victim who is using true seeing or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration. Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power. [SR:Yes; DC:21, Will negates]						

5	Solicit Psicrystal	Telepathy	1 swift action	12 rounds [D]	Close (55 ft.)	XPH:p.133
[Au] TARGET: Your psicrystal; EFFECT: Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of solicit psicrystal expires, the power you transferred to the psicrystal ends [even if this would mean that the power ends earlier than normal]. If necessary, the psicrystal makes Concentration checks using your Concentration modifier. You can manifest this power [and transfer the responsibility] with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round. 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. Augment: For every additional power point you spend, this power's maximum duration increases by 1 round. [SR:No]						

5	Telekinetic Thrust	Psychokinesis	1 standard action	Instantaneous	Medium (220 ft.)	XPH:p.135
[Vi] TARGET: One or more objects or creatures with a total weight of 250 lb. or less; EFFECT: You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes-or simply by hurling your foe! You can hurl one object or creature per manifester level [maximum fifteen separate targets], as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level. You must succeed on ranged attack rolls [one per creature or object thrown] to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage [your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner]. Other objects deal damage ranging from 1 point per 25 pounds of weight [for less dangerous objects such as an empty barrel] to 1d6 points per 25 pounds of weight [for hard, dense objects such as a boulder]. Creatures are allowed Will saves [and power resistance] to negate the effect, as are those whose held possessions are targeted by this power. If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet [1d6 points]. Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds. [SR:Yes or Yes (object); see text; DC:21, Will negates or Will negates (object)]						

LEVEL 4 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
7	Control Body	Psychokinesis	1 standard action	Concentration, up to 12 minutes	Medium (220 ft.)	XPH:p.86
[Ma] TARGET: One medium or smaller humanoid creature; EFFECT: You psychokinetically control the actions of any humanoid [including undead or outsiders with a humanoid physiology] that is within range and to which you have line of sight. Control body doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends. If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus. Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions [such as manifesting powers] can do so. Augment: For every 2 additional power points you spend, this power can affect a target one size category larger. [SR:Yes; DC:22, Fortitude negates]						

7	Dominate, Psionic	Telepathy (Compulsion) [Mind-Affecting]	1 round	Concentration	Medium (220 ft.)	XPH:p.96
[Me] TARGET: One humanoid creature; EFFECT: As the dominate person spell, except as noted here. Augment: You can augment this power in one or more of the following ways. 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid. 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above. 3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power. In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1. [SR:Yes; DC:22, Will negates]						

7	Mindwipe	Telepathy [Mind-Affecting]	1 standard action	Instantaneous	Close (55 ft.)	XPH:p.121
[Au, Me, Vi] TARGET: One creature; EFFECT: You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack. If the subject survives, it loses these two negative levels after 1 hour. [No Fortitude save is necessary to avoid gaining the negative level permanently.] Augment: You can manifest this power in one or both of the following ways. 1. For every 2 additional power points you spend, this power's save DC increases by 1. 2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject. [SR:Yes; DC:22, Fortitude negates]						

7	Modify Memory, Psionic	Telepathy (Compulsion) [Mind-Affecting]	1 standard action	Permanent	Close (55 ft.)	XPH:p.122
[Me] TARGET: One creature; EFFECT: As the modify memory spell, except as noted here. [SR:Yes; DC:22, Will negates]						
7	Suggestion, Implanted	Telepathy (Compulsion) [Mind-Affecting]	1 standard action	1 day/level or until completed	Close (55 ft.)	CP:p.102
[Mental] TARGET: One creature; EFFECT: This power is nearly identical to suggestion [PH 285], with a few important differences. When this power is manifested, you implant a telepathic suggestion in the mind of the subject and establish a set of circumstances that trigger the suggestion. You must be 103 able to describe the trigger in no more than two sentences. Example triggers include "Midnight tomorrow evening," "When Lord ir'Daza mentions the weather," or "Wait two days, then as soon as you see the king." When the trigger event occurs, the subject senses the implanted suggestion and acts accordingly, the suggestion is telepathic and is not language-dependent; the victim will not be able to explain later why he acted the way he did. Aura sight [EPH 79] reveals the presence of a latent implanted suggestion, and aura alteration [EPH 78] can be used to remove it. If the duration of the power expires before the suggestion is triggered, it fades away harmlessly, the target makes his saving throw when the power is manifested, so you know whether your suggestion was placed successfully. Augment: For every 2 additional can affect an additional target. Each additional target must be within 15 feet of another target of the power. All targets must receive the same triggering instructions. [SR:Yes; DC:22, Will negates]						

LEVEL 5 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
9	Mind Probe	Telepathy (Charm) [Mind-Affecting]	1 minute	12 rounds [D]	Close (55 ft.)	XPH:p.119
[Au, Ma, Vi] TARGET: One creature; EFFECT: All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question [or the same question] in subsequent rounds for as long as the power's duration persists. You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above. Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions. [SR:Yes; DC:23, Will partial; see text]						

9	Plane Shift, Psionic	Psychoportation	1 standard action	Instantaneous	Touch	XPH:p.124
[Vi] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: As the plane shift spell, except as noted here. [SR:Yes; DC:23, Will negates]						

9	Psychic Crush	Telepathy [Mind-Affecting]	1 standard action	Instantaneous	Close (55 ft.)	XPH:p.127
[Au] TARGET: One creature; EFFECT: Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage. Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points. [SR:Yes; DC:23, Will partial; see text]						

9	Shatter Mind Blank	Telepathy	1 standard action	Instantaneous	30 ft.	XPH:p.132
[OI] TARGET: 30-ft.-radius burst centered on you; EFFECT: This power can negate a psionic mind blank or a personal mind blank affecting the target. If the target fails its save and does not overcome your attempt with its power resistance, you can shatter the mind blank by making a successful check 20 against a DC equal to 11 + the manifester level of the creator of the mind blank effect. If you succeed, the psionic mind blank or personal mind blank ends, allowing you to affect the target thereafter with mind-affecting powers. [SR:Yes; DC:23, Will negates]						

LEVEL 6 / Per Day:0 / Caster Level:12

Power Points	Name	School	Time	Duration	Range	Source
11	Aura Alteration	Telepathy [Mind-Affecting]	1 standard action	120 minutes or Instantaneous, see text	Medium (220 ft.)	XPH:p.78
[Ma] TARGET: One willing creature; EFFECT: You can use this power in one of two ways: to disguise the subject's aura [alignment] and level, or to remove a compulsion or charm effect from the subject. Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level [rounded down] or less. Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a geas/quest effect. It can also negate any charm and compulsion powers of 6th level or lower, such as crisis of breath or death urge. When aura alteration is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus. Augment: You can augment this power in one or both of the following ways. 1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes. 2. If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite. [SR:No]						

11	Cloud Mind, Mass	Telepathy [Mind-Affecting]	1 standard action	12 minutes	Close (55 ft.)	XPH:p.84
[None] TARGET: 12 Creatures; EFFECT: As cloud mind, except as noted above. Each creature is affected individually. [SR:Yes; DC:24, Will negates]						

11	Mind Switch	Telepathy [Mind-Affecting]	1 round		Close (55 ft.)	XPH:p.119
[Vi] TARGET: ; EFFECT: You can attempt to take control of a nearby living creature, forcing your mind [and soul] into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level. You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge [such as skills and feats it possesses]. The same is true for the subject in your body. The mind switch brings about the following changes. . You gain the type of your assumed body. . You gain the Strength, Dexterity, and Constitution scores of your assumed body. . You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body. . You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities. . You gain the possessions and equipment of your assumed body. . You retain your own hit points, saving throws [possibly modified by new ability scores], class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats [although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body]. Supernatural abilities that require a certain body part may be unavailable in your new form. If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by temporal stasis or imprisonment, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends. A targeted dispel psionics [or similar spells or effects] successfully manifested on either participant causes both minds to return to their original bodies. XP Cost: 100 XP. Augment: For every 2 additional power points you spend, this power's save DC increases by 1.						

* =Domain/Specialty Spell

Controllah

Kalashtar (Psionic)

RACE	0
AGE	
GENDER	Female
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	Humanoid
Race Type	

Race Sub Type

Description:

HOW TO PLAY THIS WERDO

You regain 6 poer points per turn.

You manifest powers level 3 or lower as if you were 2 levels higher (increasing level-dependent effects, and how many Power Points you can spend augmenting them).

You have Psionic Focus twice - once for you, once for your Psicrystal.

Overall, this character is designed to punch above her weight, and keep on doing it. She can't take the hits, so she has to lean into the offensive.

Biography:

★★

You have the "Shape Soulmeld" Feat. This grants you the ability to Shape a Soulmeld, and knowledge of one Soulmeld you can Shape.

A soulmeld is a virtual magical item you can create for yourself.

It manifests as a translucent image over the magic item slot it would occupy if it were a real magical item. It does not prevent you from using a real magic item in that slot.

The Soulmeld you can shape is "Strongheart Vest"

"A heavy web belt of cyan energy wraps around your torso. When you wear it, you feel energized and revitalized. When you are struck by an attack that would damage your ability scores, a wave of incarnum energy passes through you, blunting the effectiveness of the attack." Magic of Incarnum p.89

"When subject to an attack that deals ability damage, reduce the ability damage you take by 1, +1 for each point of essentia invested in this soulmeld."

You have two points of Essentia and nowhere else to spend it, from the Bonus Essentia feat. (There are other potential uses for Essentia, but most of them are not relevant to this character)

There are additional effects and rules for soulmelds, but they are generally not relevant to this character.

**

You have the "Body Fuel" Feat

You can expand your power point total at the expense of your health.
Benefit

You can recover 2 power points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

Ability Burn Damage is a "special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing."

You can recover additional power points for a proportional cost 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.

**

The combination of these two things allows you to recover 6 power-points per turn without actual Ability Score damage.