

Akon Garanorn

NAME

Ftr1 Psy2

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Human (Psionic)

RACE

19

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0' 0"

HEIGHT

0 lbs.

WEIGHT

ALIGNMENT

VISION

93

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

13

+1

13

+1

13

+1

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

9

-1

9

-1

9

-1

HP

hit points

33

WOUNDS/CURRENT HP

AC

armor class

17

TOTAL

16

FLAT

11

TOUCH

10

BASE

5

ARMOR BONUS

1

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

MISS CHANCE

25

ARCANE SPELL FAILURE

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d3+4

20/x2

5 ft.

*Masterwork Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+8

1d8+4

2W-P-(OH)

+2

1d8+4

1H-O

+4

1d8+2

2W-P-(OL)

+4

1d8+4

2H

+8

1d8+6

2W-OH

-2

1d8+2

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

*Chain Shirt +1

Light

+5

+4

-1

20

*Masterwork Shield (Light/Metal)

Light

+1

+0

5

Psionics

Base PP

1

Bonus PP

1

Total PP

2

Current PP

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Appraise	INT	1	= 1	+	+
	Autohypnosis	WIS	3	= 1	+	2.0 +
✓	Balance	DEX	0	= 1	+	+
✓	Bluff	CHA	-1	= -1	+	+
✓	Climb	STR	5	= 4	+	2.0 +
✓	Concentration	CON	6	= 3	+	3.0 +
✓	Craft (Untrained)	INT	1	= 1	+	+
✓	Diplomacy	CHA	-1	= -1	+	+
✓	Disguise	CHA	-1	= -1	+	+
✓	Escape Artist	DEX	0	= 1	+	+
✓	Forgery	INT	1	= 1	+	+
✓	Gather Information	CHA	-1	= -1	+	+
✓	Heal	WIS	1	= 1	+	+
✓	Hide	DEX	0	= 1	+	+
✓	Intimidate	CHA	3	= -1	+	4.0 +
✓	Jump	STR	5	= 4	+	2.0 +
	Knowledge (Psionics)	INT	3	= 1	+	2.0 +
✓	Listen	WIS	3	= 1	+	2.0 +
✓	Move Silently	DEX	0	= 1	+	+
✓	Ride	DEX	6	= 1	+	5.0 +
✓	Search	INT	1	= 1	+	+
✓	Sense Motive	WIS	1	= 1	+	+
✓	Spot	WIS	1	= 1	+	+
✓	Survival	WIS	1	= 1	+	+
✓	Swim	STR	2	= 4	+	+
✓	Use Rope	DEX	1	= 1	+	+
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt +1	Equipped	1	25.0	1250.0	
Masterwork Longsword	Equipped	1	4.0	315.0	
Masterwork Shield (Light/Metal)	Equipped	1	6.0	159.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			35 lbs.	1724.0 gp	

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

SPECIAL QUALITIES	
Psionic	
Total Power Points 2; Base Power Points 1; Bonus Power Points 1	

FEATS	
Dodge	
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Improved Initiative	
You get a +4 bonus on initiative checks.	
Mobility	
You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.	
Psionic Weapon	
You can charge your melee weapon with additional damage potential.	
Quick Draw	
You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).	
Weapon Focus (Longsword)	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Light)	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	
You make attack rolls with simple weapons normally.	
Tower Shield Proficiency	
You can use a tower shield and suffer only the standard penalties.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common	

TEMPLATES	
Psionic	

Psychic Warrior Powers

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

LEVEL 1

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
1	Inertial Armor		None	1 standard action	2 hours [D]	Personal	Vi, see text	No	Psychokinesis	RSRD: PsionicPowersG-P.rtf
<i>Effect:</i> Generates a force field which give you a +4 armor bonus to AC.										
						<i>Target:</i> You			<i>Caster Level:</i> 2	
1	My Light			1 standard action	20 min. [D]	Personal	Au, Vi		Psychokinesis [Light]	RSRD: PsionicPowersG-P.rtf
<i>Effect:</i> Your eyes emit 20-ft. cone of light.										
						<i>Target:</i> 20-ft. cone of light emanating from you			<i>Caster Level:</i> 2	
1	Vigor			1 standard action	2 min.	Personal	Ma, Ol		Psychometabolism	RSRD: PsionicPowersQ-W.rtf
<i>Effect:</i> Gain 5 temporary hit points.										
						<i>Target:</i> You			<i>Caster Level:</i> 2	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: