

Amon Castaldorio

NAME

Ftr1 Psy3

CLASS

4

Character Level

6000

EXPERIENCE

10000

NEXT LEVEL

Human
(Chondathans)
(Psionic)

RACE

17

AGE

Medium

SIZE

Maschio

GENDER

0 cm

HEIGHT

0 kg

WEIGHT

Lawful Neutral

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

19

+4

19

+4

19

+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

42

AC

armor class

17

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

INITIATIVE

modifier

+5

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

BASE ATTACK

bonus

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7

1d3+4

20/x2

1,5 m

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

1,5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+7

1d4+4

2W-P-(OH)

+1

1d4+4

1H-O

+3

1d4+2

2W-P-(OL)

+3

1d4+4

2H

+7

1d4+4

2W-OH

-1

1d4+2

3 m

6 m

9 m

12 m

15 m

TH

+4

+2

+0

-2

-4

Dam

1d4+4

1d4+4

1d4+4

1d4+4

1d4+4

Special Properties

*Masterwork Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

1,5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9

1d8+4

2W-P-(OH)

+3

1d8+4

1H-O

+5

1d8+2

2W-P-(OL)

+5

1d8+4

2H

+9

1d8+6

2W-OH

-1

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

*Shield, Light

Light

+1

+0

5

Psionics

Base PP

Bonus PP

Total PP

3

1

4

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓ Appraise

INT

1

=

1

+

✓ Autohypnosis

WIS

6

=

1

+

3.0

+

2

✓ Balance

DEX

0

=

1

+

+

-1

✓ Bluff

CHA

-1

=

-1

+

+

✓ Climb

STR

5

=

4

+

2.0

+

-1

✓ Concentration

CON

9

=

3

+

6.0

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Diplomacy

CHA

-1

=

-1

+

+

✓ Disguise

CHA

-1

=

-1

+

+

✓ Escape Artist

DEX

0

=

1

+

+

-1

✓ Forgery

INT

1

=

1

+

+

✓ Gather Information

CHA

-1

=

-1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

0

=

1

+

+

-1

✓ Intimidate

CHA

3

=

-1

+

4.0

+

✓ Jump

STR

5

=

4

+

2.0

+

-1

✓ Knowledge (Psionics)

INT

4

=

1

+

3.0

+

✓ Listen

WIS

3

=

1

+

2.0

+

✓ Move Silently

DEX

0

=

1

+

+

-1

✓ Ride

DEX

5

=

1

+

4.0

+

✓ Search

INT

1

=

1

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

2

=

4

+

+

-2

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

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For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	NaN	2.0	
Traveler's Outfit	Equipped	1	NaN	0.0	
Chain Shirt +1	Equipped	1	NaN	1250.0	
Masterwork Longsword	Equipped	1	2.0	315.0	
Shield, Light	Equipped	1	3.0	159.0	
TOTAL WEIGHT CARRIED/VALUE			18 kg	1726.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116,5	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL QUALITIES	
Psionic	
Total Power Points 4; Base Power Points 3; 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 +0 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, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, 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 (Cutlass), Sword (Katana), Sword (Saber), Sword (Short), Sword (Wakizashi), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Draconic, Turmic	

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	3 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> 3	
1	Precognition, Offensive			1 standard action; see text	3 min. [D]	Personal	Ma, Vi		Clairsentience	RSRD: PsionicPowersG-P.rtf
<i>Effect:</i> Gain +1 insight bonus on your attack rolls.										
						<i>Target:</i> You			<i>Caster Level:</i> 3	
1	Vigor			1 standard action	3 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> 3	

* =Domain/Speciality Spell