

ULTIMATE PSIONICS CHARACTER SHEET

BANGIOR GRANITEHIDE
CHARACTER NAME

LN STEVE JOHNSON
ALIGNMENT PLAYER

REGIS (LABERANT) 5/WAR MIND 1
CHARACTER CLASS AND LEVEL

ELAN (DWARF) M M 72 4'3" 182 BLACK BLUE
RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

STR	14	+2
DEX	12	+1
CON	18	+4
INT	14	+2
WIS	10	0
CHA	10	0

HP TOTAL **81** hp

SPEED **20** ft **4** sq **25** ft **5** sq
WITH ARMOR

WOUNDS

DAMAGE REDUCTION

NON-LETHAL DAMAGE

FLY — ft — ft — ft — ft
MANEUVERABILITY SWIM CLIMB BURROW

AC **24** = 10 + 10 + 1 + 0 + 0 + 0 + 3
ARMOR BONUS DEX DEFLECTION MODIFIER SIZE MODIFIER NATURAL ARMOR MISC

TOUGH **11** **FLAT-FOOTED** **23**

FORTITUDE	9	4	5	+	+
REFLEX	3	1	2	+	+
WILL	5	0	5	+	+

BAB **6** **PR/SR** 0

CMB **8** = 6 + 2 + 0
BASE ATTACK BONUS STR SIZE MODIFIER

CMD **19** = 10 + 6 + 2 + 1 + 0 + 0 + 0
BASE ATTACK BONUS STR DEX SIZE DEFLECTION MISC

SKILLS

SKILL NAMES († TRAINED ONLY)	TOTAL BONUS	ABILITY MODIFIER	RANKS	CLASS SKILL	FEATS & RACIAL	MISC	ARMOR CHECK
Acrobatics	4	DEX 1	6	X	+		6
Appraise	2	INT 2			+		
Autohypnosis	4	WIS 0	1	X	+		
Bluff	0	CHA 0			+		
Climb	4	STR 2	5	X	+		6
Craft		INT		X	+		
Craft		INT			+		
Craft		INT			+		
Diplomacy	0	CHA			+		
Disable Device †		DEX			+		6
Disguise	0	CHA			+		
Escape Artist	-5	DEX 1			+		6
Fly	-5	DEX 1		X	+		6
Handle Animal †		CHA			+		
Heal	0	WIS 0			+		
Intimidate	10	CHA 0	6	X	+	1	
Knowledge (Arcana) †		INT			+		
Knowledge (Dungeoneering) †		INT			+		
Knowledge (Engineering) †	6	INT 2	1	X	+		
Knowledge (Geography) †		INT			+		
Knowledge (History) †	8	INT 2	2	X	+	1	
Knowledge (Local) †		INT			+		
Knowledge (Nature) †		INT			+		
Knowledge (Nobility) †		INT			+		
Knowledge (Planes) †		INT			+		
Knowledge (Psionics) †	11	INT 2	6	X	+		
Knowledge (Religion) †		INT			+		
Linguistics		INT			+		
Perception	0	WIS			+		
Perform		CHA			+		
Perform		CHA			+		
Profession †		WIS		X	+		
Profession †		WIS			+		
Ride	-5	DEX 1			+		6
Sense Motive	0	WIS 0			+		
Sleight of Hand †		DEX			+		6
Spellcraft †	6	INT 2	1	X	+		
Stealth	-5	DEX 1			+		6
Survival	0	WIS			+		
Swim	4	STR 2	5	X	+		6
Use Magic Device †	4	CHA 0	1	X	+		

WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON
+1 WARHAMMER			+9/+4					X3	
B	-	-	1D8 + 3						
WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON
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ARMOR

+1 QUICKNESS FULLPLATE 10 -5 35 = 50
 +1 MURMURING Hvy 3 -1 15 = 15
 STEEL SHIELD -

ARMOR / SHIELD	SPECIAL PROPERTIES	ARMOR BONUS	CHECK PENALTY	SPELL FAILURE	WEIGHT
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INVENTORY

+1 WARHAMMER 5
 +1 QUICKNESS FULLPLATE 50
 +1 MURMURING Hvy STEEL SHIELD 15
 RING OF MISSILE PROTECTION -

58 116 175 TOTAL WEIGHT 70
LIGHT LOAD MEDIUM LOAD HEAVY LOAD

MONEY pp gp sp cp
Platinum Gold Silver Copper

FEATS AND SPECIAL ABILITIES

TRAITS - REACTIONARY, SCHOLAR OF THE GREAT BEYOND
 FEATS - PSIONIC TALENT, TOUGHNESS, PSIONIC BODY, RAPID METABOLISM
 ELAN FAILED TRANSFORMATION - (DWARF) DARKVISION (60 FT), SLOW AND STEADY
 TRANSFORMED BODY - HARDENED STRIKES, BRAWN, DARKVISION, DIEHARD, HARDY, STALWART, IMPROVED DMG REDUCTION
 RECONFIGURE (2/DAY)
 INVIGORATING SUIT
 AUGMENT SUIT (1)
 CHAIN OF PERSONAL SUPERIORITY +2
 WARRIOR'S JOURNEY
 VIM (PS) 3/DAY 1 MINUTE

PSIONICS

PP 17 per day = BASE POINTS (FROM CLASS) + $\left(\frac{\text{Stat} \times \text{Level}}{2} \right)$ + RACIAL POINTS + MISC

POWER POINTS	POWER LEVEL	POINT COST	POWER SAVE DC	WILD SURGE SAVE DC
	1	1		
	2	3		
	3	7		
	4	13		
	5	21		
	6	31		
	7	43		
	8	57		
	9	73		
	10	91		
	11	111		
	12	133		
	13	157		
	14	183		
	15	211		
	16	241		
	17	273		

POWERS KNOWN 1

MAX POWER LEVEL 1

MAX POWER POINT COST 6

PSIONIC POWERS

1 VIGOR (+5 TEMP HPS) 1
 (+1 PP = +5 TEMP HPS)

XP - NEXT LEVEL -