

# ULTIMATE PSIONICS CHARACTER SHEET

**BANGLOR GRANITEHIDE LN STEVE JOHNSON**  
 CHARACTER NAME ALIGNMENT PLAYER  
**AEGIS (LABORANT) / WAR MIND**  
 CHARACTER CLASS AND LEVEL  
**EAN (DWARF)** M M 72 4'3" 182 BLK BLUE  
 RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

STR	16	+3
DEX	12	+1
CON	20	+5
INT	14	+2
WIS	10	0
CHA	10	0

**HP** 87 hp 4/-  
 WOUNDS: \_\_\_\_\_  
 DAMAGE REDUCTION: \_\_\_\_\_

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

Fly \_\_\_\_\_ MANEUVERABILITY \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

**AC** 26 = 10 + 10 + 1 + 0 + 0 + 2 + 3  
 ARMOR BONUS DEX DEFLECTION MODIFIER SIZE MODIFIER NATURAL ARMOR MISC

**TOUCH** 11 **FLAT-FOOTED** 25

FORTITUDE	10	=	DEX	5	+	5	+		
REFLEX	3	=	DEX	1	+	2	+		
WILL	5	=	WIS	0	+	5	+		

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

**CMB** 9 = 6 + 3 + 0  
 BASE ATTACK BONUS STR SIZE MODIFIER

**CMD** 20 = 10 + 6 + 3 + 1 + 0 + 0 + 0  
 BASE ATTACK BONUS STR DEX SIZE MODIFIER DEFLECTION MISC

WEAPON	+1 WARHAMMER		+10/+5	X3
	B	-	-	1D8+4
WEAPON	WEAPON		ATTACK BONUS	CRITICAL
	TYPE	RANGE	AMMUNITION	DAMAGE
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## SKILLS

SKILL NAMES († TRAINED ONLY)	TOTAL BONUS	ABILITY MODIFIER	RANGE	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	5	-STR	3	+5	X		6
Craft		-INT			X		
Craft		-INT					
Craft		-INT					
Diplomacy	0	-CHA	0				
Disable Device		-DEX					6
Disguise	0	-CHA	0				
Escape Artist	-5	-DEX	1				6
Fly	-5	-DEX	1		X		6
Handle Animal		-CHA	0				
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	0				
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	0				
Swim	5	-STR	3	+5	X		6
Use Magic Device	4	-CHA	0	+1	X		

**ARMOR**  
 +1 QUICKNESS FULLPLATE 10-5 35 = 50  
 +1 MURMURING HVY 3-1 15 = 15  
 STEEL SHIELD

ARMOR / SUFFIX	SPECIAL PROPERTIES	ARMOR BONUS	CHECK PENALTY	SPELL FAILURE	WEIGHT
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**INVENTORY**

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

76    153    230    **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, BRAUN, 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)	STAT	LEVEL	RACIAL POINTS	Misc
		$\frac{\times}{2}$		
		(INT OR WIS OR CHA)		
POWER LEVEL	POINT COST	POWER SAVE DC	WILD SURGE SAVE DC	
1	1			
2	3			
3	7			
4	11			
5	13			
6	15			
7	17			

**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**