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Character Name				Player Name			
Soulknife		Kalashtar		LE		1	

Class		Race		Alignment		Level		Diety	
M		23		M		6'1		208	

Size	Age	Gender	Height	Weight	Eyes	Hair	Skin
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Ability Name	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier	Hit Points	Total	Current HP				Damage Reduction		Hit Die	Speed	
						11							d10	40'	

STR	16	3			Armor Class	24	10	4	1	2	4	4	-1	25%	-3	
						Total	Base	Armor	Shield	Dex.	Size	Natural	Misc.	Spell Fail.	Armor Chec.	Spell Res.

DEX	14	2			Initiative	4	2	2								
						Total	Dex.	Misc.								

CON	14	2			Base Attack Bonus	0	-	-	-							
						1st	2nd	3rd	4th							

INT	10	0			Light Load	76											
						Medium Load	153										

WIS	11	0			Heavy Load	230										
						Current Load										

CHA	11	0			Levels	Brb	Pal									
						SK	1	Rng								

Saving Throws						Total	Base	Abil.	Magic	Misc.	Temp.							
Fortitude						2	0	2										

Reflex						4	2	2										
Will						2	2	0										

						1st	2nd	3rd	4th	1st	2nd	3rd	4th	Abil.	Size	Misc.
Melee Attack Bonus						3	-	-	-	0	-	-	-	3		

Ranged Attack Bonus						2	-	-	-	0	-	-	-	2		

Melee Weapon						Total Attack Bonus	Damage				Critical						
Mindblade						4	-	-	-	1d6+3				19-20/x2			

Weight	Type	Size	Weapon Bonus				Special Properties			
0	P	M	1				Move Action to Summon			

Melee Weapon						Total Attack Bonus	Damage				Critical			
						3	-	-	-					

Weight	Type	Size	Weapon Bonus				Special Properties			

Ranged Weapon						Total Attack Bonus	Damage				Critical						
Sling						2	-	-	-	1d6+3				x2			

Range	Weight	Type	Size	Weapon Bonus				Special Properties			
50'	0	B	M	0							

Armor						Type	AC Bonus	Max Dex	Check Penalty	Spell Failure	
Chain Shirt						L	4	4	-2	20%	

Speed	Weight	Special Properties			
30	0				

Shield						AC Bonus	Weight	Check Penalty	Spell Failure	
Dastana						1	5	-1	5%	

Special Properties					

Ammunition						Type	Rounds	Type	Rounds
						Sling Bullet	20		

Dungeons and Dragons Character Record Sheet

Skills				Max Ranks				4	2
X?	Name	Key	Total	Abil	Ranks	Misc			
X	Autohypnosis	Con	6	2	4	0			
	Appraise	Int	0	0					
	Balance	Dex	2	2	0	0			
	Bluff	Cha	0	0					
	Climb	Str	3	3	0	0			
X	Concentration	Con	6	2	4	0			
	Craft	Int	0	0	0	0			
	Decipher Script	Int	0	0					
	Diplomacy	Cha	0	0					
	Disable Device	Int	0	0					
	Disguise	Cha	0	0					
	Escape Artist	Dex	2	2					
	Forgery	Int	0	0					
	Gather Info	Cha	0	0					
	Handle Animal	Cha	0	0					
	Heal	Wis	0	0					
	Hide	Dex	2	2	0	0			
	Intimidate	Cha	0						
	Jump	Str	7	3	0	4			
	K (Psionics)	Int	0	0	0	0			
cc	Psicraft	Int	1	0	1	0			
	Knowledge	Int		0					
	Knowledge	Int		0					
	Knowledge	Int	0	0					
	Knowledge	Int	0	0					
	Knowledge	Int	0	0					
	Knowledge	Int	0	0					
	Listen	Wis	0	0	0	0			
	Move Silently	Dex	2	2	0	0			
	Open Lock	Dex		2					
	Perform	Cha	0	0					
	Profession	Wis	0	0	0	0			
	Ride	Dex	2	2					
	Search	Int		0					
	Sense Motive	Wis	0	0					
	Sleight of Hand	Dex	-1	2					
cc	Spellcraft	Int	0	0	0	0			
	Spot	Wis	0	0	0	0			
	Survival	Wis		0					
	Swim	Str	3	3					
X	Tumble	Dex	6	2	4	0			
	Use Magic Device	Cha	0	0					
	Use Rope	Dex	2	2					
Total (16)							14		

Mindlink

Telepathy [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels); see text

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: None; see text

Power Resistance: Yes (harmless)

Power Points: 1

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.

Inertial Armor (at Level 05)

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1; see text

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.

Force Screen

Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

DEFLECTION FIELD

Psychokinesis [Force]

Level: Force 1, psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Concentration + 1 round, up to 1 min./level

Power Points: 1

A shimmering band of energy hums as it spins and twirls, protecting you from each incoming attack. A shimmering band of energy spins around you, deflecting attacks away while you continue to concentrate. While your concentration remains unbroken, and for 1 round after you stop concentrating, you gain a +4 deflection bonus to your Armor Class.

Chracter Level	Class Level	Description
1	1 (Feat)	<p>HIDDEN TALENT [GENERAL]</p> <p>Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve.</p> <p>When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained.</p>
	1 (Feat)	<p>BLIND-FIGHT [GENERAL]</p> <p>Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Concealment, page 152).</p> <p>An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible (see Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151). The invisible attacker's bonuses do still apply for ranged attacks, however.</p> <p>You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half (see Table 9–4: Hampered Movement, page 163).</p> <p>Normal: Regular attack roll modifiers for invisible attackers trying to hit you (see Table 8–5: Attack Roll Modifiers, page 151) apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility (see Table 9–4: Hampered Movement, page 163) also applies.</p> <p>Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell</p>
	1 (Feat)	<p>COMBAT REFLEXES [GENERAL]</p> <p>Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round—the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus. If four goblins move out of the character's threatened squares, he can make one attack of opportunity each against three of the four. You can still make only one attack of opportunity per opportunity.</p> <p>With this feat, you may also make attacks of opportunity while flat-footed.</p>
	1 (Flaw)	<p>Overconfident:</p> <p>Four times per game session, twice by the DM and twice by another player can activate your Flaw in order to squash any doubts you may have had about your own capabilities.</p>

	1 (Flaw)	<u>Merciful:</u> Twice per game session, the DM and another player can activate your Flaw in order to stop you from attacking/killing someone, or having a third party do likewise.
	1 (Quirk)	<u>Aggressive:</u> You gain a +2 bonus on initiative checks. You take a –1 penalty to Armor Class.
	1 (Quirk)	<u>Quick</u> Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest). Subtract 1 from your hit points gained at each level, including 1st (a result of 0 is possible).
	Kalashtar	+2 on saving throws against mind affecting spells and abilities +2 racial bonus on Bluff, Diplomacy, and Intimidate checks & on Disguise checks made to impersonate a human gain 1 extra power point per character level Psi-Like Abilities: Mindlink (1/day) like the psionic power manifested by a wilder of 1/2 the kalashtar's Hit Dice (min. 1st level)
	1 SK	1d10 +0 BAB Mind blade Weapon Focus (mind blade) Hidden Talent (bonus feat)
2	2 SK	1d10 +1 BAB Throw Mindblade
3	3 SK	1d10 +2 BAB Psychic Strike 1d8
	3 (Feat)	MIND CLEAVE [PSIONIC] When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade. Prerequisites: Mind blade class feature, psychic strike class feature. Benefit: If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your mind blade, you drain off a portion of the creature's liberated energy of consciousness. The liberated energy automatically charges the blade used to fell the foe as if you had imbued it with your psychic strike class feature.
4	4 SK (17 Str)	1d10 +3 BAB +1 Mindblade
5	1 PW	1d8 +0 BAB Practiced Manifesters (Bonus Feat) Power: Inertial Armour
6	5 SK	1d10 +4 BAB Mindblade (draw as free action) Shape Mindblade

	6 (Feat)	Mage Slayer
7	2 PW	1d8 +1 BAB Pierce Magical Concealment (Bonus Feat) Power: ?
8	6 SK	
9		
	9 (Feat)	
10	2 (Lycan)	