

Etaf Gerin

NAME
 Con3 Sha3 Cer7 81023
 CLASS EXPERIENCE
 13 91000
 Character Level NEXT LEVEL

Skip Franklin

PLAYERNAME
 Human (Psionic) Medium
 RACE SIZE
 24 Male
 AGE GENDER

DEITY
 5' 9" 170 lbs.
 HEIGHT WEIGHT
 ,
 EYES HAIR

Lawful Neutral
 ALIGNMENT
 VISION
 0
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1	9	-1
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	21	+5	21	+5	21	+5
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	12	+1	12	+1	12	+1

HP hit points: 53

AC armor class: 12

INITIATIVE modifier: +1

BASE ATTACK bonus: +5

WOUNDS/CURRENT HP: _____

SUBDUAL DAMAGE: _____

DAMAGE REDUCTION: _____

SPEED: Walk 30 ft.

TOTAL: 12 : FLAT: 11 : TOUCH: 12 = 10 + 0 + 0 + 1 + 0 + 0 + 1

TOTAL: +1 = +1 + 0

TOTAL: +5

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+4	+2	+0	+0	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0	+0		
WILL (wisdom)	+11	+11	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+5	-1	+0	+0	+0	
RANGED attack bonus	+6	+5	+1	+0	+0	+0	
GRAPPLE attack bonus	+4	+5	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3-1	20/x2

*Dagger +1		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	PS	M	19-20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+5	1d4	2W-P-(OH)	-1	1d4
1H-O	+1	1d4	2W-P-(OL)	+1	1d4
2H	+5	1d4	2W-OH	-3	1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
To Hit	+7	+5	+3	+1	-1
Dam	1d4	1d4	1d4	1d4	1d4

Special Properties (Dagger), (Dagger (+1 (Enhancement to Weapon or Ammunition)/Masterwork))

*: 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
*Ring of Protection +1		+1		+0	0

Psionics			
Base PP	88	Bonus PP	25
Total PP	113		
Current PP			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
				RANKS	MISC MODIFIER
✓ Appraise	INT	5	= 5	+	+
✓ Balance	DEX	1	= 1	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	-1	= -1	+	+
✓ Concentration	CON	18	= 2	+ 16.0	+
✓ Craft (Sculpting)	INT	11	= 5	+ 6.0	+
✓ Craft (Untrained)	INT	5	= 5	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	5	= 5	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	1	= 1	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	-1	= -1	+	+
Knowledge (Arcana)	INT	17	= 5	+ 12.0	+
Knowledge (Psionics)	INT	17	= 5	+ 12.0	+
Knowledge (The Planes)	INT	19	= 5	+ 14.0	+
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	1	= 1	+	+
Psicraft	INT	23	= 5	+ 16.0	2
✓ Ride	DEX	1	= 1	+	+
✓ Search	INT	5	= 5	+	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spellcraft	INT	23	= 5	+ 16.0	2
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	-1	= -1	+	+
✓ Use Rope	DEX	1	= 1	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bag of Holding (Held by Cleric) 10 lbs., 1 Bedroll, 1 Lantern (Hooded), 1 Spellbook (OrplarWiz) (Bag of Holding (Type 4))		1	0.0	0.0
Sack 5.07 lbs., 1 Potion of Cure Serious Wounds, 1 Potion of Greater Magic Fang +1, 1 Metamagic Rod of Lesser Silent, 1 Scroll (Acid Splash), 1 Scroll (Ethereal Jaunt), 1 Scroll (Fly), 1 Scroll (Power Word Kill), 1 Scroll (Scorching Ray), 1 Scroll (Shatter), 1 Scroll (Slow)	Carried	1	0.5	0.1
Bedroll	Bag of Holding (Held by Cleric)	1	5.0	0.1
Dagger +1 (Dagger), (Dagger (+1 (Enhancement to Weapon or Ammunition)/Masterwork))	Equipped	1	1.0	2302.0
Lantern (Hooded)	Bag of Holding (Held by Cleric)	1	2.0	7.0
Outfit (Scholar's)	Equipped	1	6.0	0.0
Potion of Cure Serious Wounds	Sack	1	0.0	750.0
<input type="checkbox"/> Potion of Greater Magic Fang +1	Sack	1	0.0	750.0
<input type="checkbox"/> Ring of Protection +1	Equipped	1	0.0	2000.0
Robe of Useful Items	Equipped	1	1.0	7000.0
Metamagic Rod of Lesser Silent	Sack	1	5.0	3000.0
Scroll (Acid Splash)	Sack	1	0.01	12.5
<input type="checkbox"/> Scroll (Ethereal Jaunt)	Sack	1	0.01	2275.0
<input type="checkbox"/> Scroll (Fly)	Sack	1	0.01	375.0
<input type="checkbox"/> Scroll (Power Word Kill)	Sack	1	0.01	3825.0
<input type="checkbox"/> Scroll (Scorching Ray)	Sack	1	0.01	150.0
<input type="checkbox"/> Scroll (Shatter)	Sack	1	0.01	150.0
<input type="checkbox"/> Scroll (Slow)	Sack	1	0.01	375.0
Spell Component Pouch	Carried	1	2.0	5.0
Spellbook (Etaf Gerin) (Spellbook (Wizard's/Blank))	Carried	1	3.0	15.0
Spellbook (OrplarWiz) (Spellbook (Wizard's/Blank))	Bag of Holding (Held by Cleric)	1	3.0	15.0
TOTAL WEIGHT CARRIED/VALUE			12.57	23006.7
			lbs.	gp

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450

SPECIAL ABILITIES	
+2 bonus to Spellcraft when learning Conjuration	
Base Power Points (88)	
Bonus Power Points (25)	
Summon Familiar	
Total Power Points (113)	

FEATS	
Augment Summoning	Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.
Boost Construct	Your astral constructs have more abilities.
Greater Psionic Endowment	You can use meditation to focus your powers.
Greater Spell Focus (Conjuration)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.
Power Penetration	Your powers are especially potent, breaking through power resistance more readily than normal.
Psionic Endowment	You can endow your manifestations with more concentrated focus.
Spell Focus (Conjuration)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Shortspear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Draconic, Halfling

TEMPLATES
Psionic

PROHIBITED
Illusion, Evocation,

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4+1	6+1	5+1	4+1	4+1	3+1	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Acid Splash	17	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 10	
□□□□□ Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 10	
□□□□□ Daze	15	Will negates	1 standard action	1 round	Close (50 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less			<i>Caster Level:</i> 10	
□□□□□ Detect Magic	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	
□□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 10	
□□□□□ Disrupt Undead	15	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
□□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (50 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 10	
□□□□□ Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 10	
□□□□□ Message	15	None	1 standard action	100 minutes	Medium (200 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 10 creatures			<i>Caster Level:</i> 10	
□□□□□ Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed			<i>Caster Level:</i> 10	
□□□□□ Prestidigitation	15	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 10	
□□□□□ Read Magic	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□ Touch of Fatigue	15	Fortitude negates	1 standard action	10 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Grease	18	See text	1 standard action	10 rounds [D]	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 10	
□□□□□ Ray of Enfeeblement	16	None	1 standard action	10 minutes	Close (50 ft.)	V, S	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d6 +5 Str damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
□□□□□ Shield	16	None	1 standard action	10 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ *Unseen Servant	18	None	1 standard action	10 hours	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Invisible force obeys your commands.					<i>Target:</i> One invisible, mindless, shapeless servant			<i>Caster Level:</i> 10	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Acid Arrow	19	None	1 standard action	4 rounds	Long (800 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.					<i>Target:</i> One arrow of acid			<i>Caster Level:</i> 10	
□□□□□ Command Undead	17	Will negates; see text	1 standard action	10 days	Close (50 ft.)	V, S, M	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> Undead creature obeys your commands.					<i>Target:</i> One undead creature			<i>Caster Level:</i> 10	
□□□□□ Darkvision	17	Will negates (harmless)	1 standard action	10 hours	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□ Ghoul Touch	17	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.					<i>Target:</i> Living humanoid touched			<i>Caster Level:</i> 10	
□□□□□ *Summon Monster II	19	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Halt Undead	18	Will negates (see text)	1 standard action	10 rounds	Medium (200 ft.)	V, S, M	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Immobilizes undead for 10 rounds.					<i>Target:</i> Up to three undead creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Hold Person	18	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 10 rounds.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 10		
□□□□□ Slow	18	Will negates	1 standard action	10 rounds	Close (50 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> 10 subjects take only one action/round, -1 to AC, -1 on attack rolls, -1 on Reflex saves.					<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ *Summon Monster III	20	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ *Summon Undead III	20	None	1 round	10 rounds	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	Custom: .CLEAR
<i>Effect:</i> Summons undead.					<i>Target:</i>		<i>Caster Level:</i> 10		
□□□□□ Unluck	18	Will Negates	1 standard action	10 rounds	Close (50 ft.)	V, S, M	Yes	Divination	: .CLEAR
<i>Effect:</i> For any die roll made by the affected creature, roll twice and use the lower result.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched		<i>Caster Level:</i> 10		
□□□□□ Arcane Eye	19	None	10 minutes	10 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Invisible floating eye moves 30 ft./round.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 10		
□□□□□ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ *Summon Monster IV	21	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Hidden Lodge	22	None	10 minutes	24 hours	Close (50 ft.)	V, S, F; see text	No	Conjuration (Creation)	: .CLEAR
<i>Effect:</i> Creates 20 ft. square camouflaged structure, with beds, table, and an alarm spell. See Leomund's Secure Shelter.					<i>Target:</i> 20 ft. square structure		<i>Caster Level:</i> 10		
□□□□□ *Summon Monster V	22	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		

* =Domain/Speciality Spell

Psion Powers

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	5	4	4	4	4	0	0	0	0
PER DAY	0	0	0	0	0	0	0	0	0	0

LEVEL 1

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
1	*Astral Construct <i>Effect:</i> You create an astral construct of solidified ectoplasm.	16	None	1 round	10 rounds [D]	Close (50 ft.)	Vi	No	Metacreativity (Creation)	RSRD: PsionicPowersA-C.rtf
1	Control Light <i>Effect:</i> You manipulate ambient light levels within the area	16	None	1 standard action	Concentration, up to 10 minutes, or 1 round	Medium (200 ft.)	Vi	No	Psychokinesis [Light]	RSRD: PsionicPowersA-C.rtf
1	*Crystal Shard <i>Effect:</i> Deals 1d6 piercing damage to target	16	None	1 standard action	Instantaneous	Close (50 ft.)	Au Me	No	Metacreativity (Creation)	RSRD: PsionicPowersA-C.rtf
1	Precognition, Defensive <i>Effect:</i> Gain +1 insight bonus to AC and saving throws.	16		1 standard action	10 min. [D]	Personal	Ma, Vi		Clairentience	RSRD: PsionicPowersG-P.rtf
1	Synesthete <i>Effect:</i> You receive one kind of sense when another sense is stimulated.	16		1 standard action	100 min. [D]	Personal	Ma		Psychometabolism	RSRD: PsionicPowersQ-W.rtf

LEVEL 2

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
3	Id Insinuation <i>Effect:</i> Target is confused.	17	Will negates	1 standard action	Concentration, plus 1 round	Close (50 ft.)	Au	Yes	Telepathy (Compulsion) [Mind-Affecting]	RSRD: PsionicPowersG-P.rtf
3	Knock, Psionic <i>Effect:</i> Opens locked or psionically sealed door.	17	None	1 standard action	Instantaneous; see spell text	Medium (200 ft.)	Ma	No	Psychoporation	RSRD: PsionicPowersG-P.rtf
3	Psionic Lock <i>Effect:</i> Secure a door, chest, or portal.	17	None	1 standard action	Permanent	Touch	Ma	No	Psychoporation	RSRD: PsionicPowersG-P.rtf
3	Tongues, Psionic <i>Effect:</i> You can communicate with intelligent creatures.	17		1 standard action	100 min.	Personal	None		Telepathy [Mind-Affecting]	RSRD: PsionicPowersQ-W.rtf

LEVEL 3

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
5	*Dismiss Ectoplasm <i>Effect:</i> Destroys creatures, objects or effects made of ectoplasm.	18	Will negates (see text)	1 standard action	Instantaneous	Medium (200 ft.)	Au Vi	No	Metacreativity	RSRD: PsionicPowersD-F.rtf
5	*Ectoplasmic Cocoon <i>Effect:</i> Wrap up subject like a mummy in ectoplasm.	18	Reflex negates	1 standard action	10 rounds [D]	Medium (200 ft.)	Au Ma	No	Metacreativity	RSRD: PsionicPowersD-F.rtf
5	Eradicate Invisibility <i>Effect:</i> You negate and disrupt all forms of invisibility within 50 ft radius.	18	Reflex negates	1 standard action	Instantaneous	50 ft.	Vi	No	Psychokinesis	RSRD: PsionicPowersD-F.rtf
5	Psionic Blast <i>Effect:</i> Stun creatures in 30-ft. cone for 1 round.	18	Will negates	1 standard action	Instantaneous	30 ft.	Au	Yes	Telepathy [Mind-Affecting]	RSRD: PsionicPowersG-P.rtf

LEVEL 4

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
7	Aura Sight <i>Effect:</i> Reveals auras around creatures, objects, powers or spells.	19	None	1 standard action	Concentration, up to 100 minutes	60 ft.	Vi	Yes	Clairentience	RSRD: PsionicPowersA-C.rtf
7	Dimension Door, Psionic <i>Effect:</i> Teleports you short distances.	19	None and Will negates (object)	1 standard action	Instantaneous	Long (800 ft.)	Vi	No and Yes (object)	Psychoporation (Teleportation)	RSRD: PsionicPowersD-F.rtf
7	Psychic Reformation <i>Effect:</i> Subject can choose skills, feats, and powers anew for previous levels.	19	None	10 minutes	Instantaneous	Close (50 ft.)	Au, Me, Vi	No	Telepathy [Mind-Affecting]	RSRD: PsionicPowersG-P.rtf
7	Telekinetic Maneuver <i>Effect:</i> Telekinetically bull rush, disarm, grapple, or trip your target.	19	None	1 standard action	Concentration, up to 10 rounds	Medium (200 ft.)	Vi	Yes	Psychokinesis [Force]	RSRD: PsionicPowersQ-W.rtf

LEVEL 5

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
9	*Ectoplasmic Shambler <i>Effect:</i> You create an ectoplasmic shambler.	20	None	1 round	10 minutes	Long (800 ft.)	Au Ma Ol	No	Metacreativity (Creation)	RSRD: PsionicPowersD-F.rtf
9	*Major Creation, Psionic <i>Effect:</i> As psionic minor creation, plus stone and metal.	20	None	10 minutes	See spell text	Close (50 ft.)	Ma	No	Metacreativity (Creation)	RSRD: PsionicPowersG-P.rtf
9	Plane Shift, Psionic <i>Effect:</i> Travel to other planes.	20	Will negates	1 standard action	Instantaneous	Touch	Vi	Yes	Psychoporation	RSRD: PsionicPowersG-P.rtf
9	Psychic Crush <i>Effect:</i> Brutally crush subject's mental essence, reducing subject to -1 hit points.	20	Will partial; see text	1 standard action	Instantaneous	Close (50 ft.)	Au	Yes	Telepathy [Mind-Affecting]	RSRD: PsionicPowersG-P.rtf

* = Domain/Specialty Spell

Spellbook: Spellbook (Etaf Gerin)

Wizard

- | Level 0 | Level 1 | Level 2 | Level 3 | Level 4 |
|---|---|---|--|--|
| <input type="checkbox"/> *Acid Splash (DC:17)
<input type="checkbox"/> Arcane Mark (DC:15)
<input type="checkbox"/> Daze (DC:15)
<input type="checkbox"/> Detect Magic (DC:15)
<input type="checkbox"/> Detect Poison (DC:15)
<input type="checkbox"/> Disrupt Undead (DC:15)
<input type="checkbox"/> Mage Hand (DC:15)
<input type="checkbox"/> Mending (DC:15)
<input type="checkbox"/> Message (DC:15)
<input type="checkbox"/> Open/Close (DC:15)
<input type="checkbox"/> Prestidigitation (DC:15)
<input type="checkbox"/> Read Magic (DC:15)
<input type="checkbox"/> Resistance (DC:15)
<input type="checkbox"/> Touch of Fatigue (DC:15) | <input type="checkbox"/> *Grease (DC:18)
<input type="checkbox"/> Ray of Enfeeblement (DC:16)
<input type="checkbox"/> Shield (DC:16)
<input type="checkbox"/> *Unseen Servant (DC:18) | <input type="checkbox"/> *Acid Arrow (DC:19)
<input type="checkbox"/> Command Undead (DC:17)
<input type="checkbox"/> Darkvision (DC:17)
<input type="checkbox"/> Ghoul Touch (DC:17)
<input type="checkbox"/> *Summon Monster II (DC:19) | <input type="checkbox"/> Analyze Portal (DC:18)
<input type="checkbox"/> Halt Undead (DC:18)
<input type="checkbox"/> Hold Person (DC:18)
<input type="checkbox"/> Slow (DC:18)
<input type="checkbox"/> *Summon Monster III (DC:20)
<input type="checkbox"/> *Summon Undead III (DC:20)
<input type="checkbox"/> Unluck (DC:18) | <input type="checkbox"/> Animate Dead (DC:19)
<input type="checkbox"/> Arcane Eye (DC:19)
<input type="checkbox"/> Bestow Curse (DC:19)
<input type="checkbox"/> *Summon Monster IV (DC:21) |
| Level 5
<input type="checkbox"/> *Call Zelekhut (DC:22)
<input type="checkbox"/> *Hidden Lodge (DC:22)
<input type="checkbox"/> *Summon Monster V (DC:22) | | | | |

Spellbook: Spellbook (OrplarWiz)

Wizard

- | Level 0 | Level 1 | Level 2 | Level 3 | Level 4 |
|---|---|---|--|--|
| <input type="checkbox"/> *Acid Splash (DC:17)
<input type="checkbox"/> Arcane Mark (DC:15)
<input type="checkbox"/> Daze (DC:15)
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| Level 5
<input type="checkbox"/> *Call Zelekhut (DC:22)
<input type="checkbox"/> *Hidden Lodge (DC:22)
<input type="checkbox"/> *Summon Monster V (DC:22) | | | | |

Spellbook: Prepared Spells

Wizard

- | Level 0 | Level 1 | Level 2 | Level 3 | Level 4 |
|--|---|--|---|---|
| <input type="checkbox"/> *Acid Splash (DC:17)
<input type="checkbox"/> Detect Poison (DC:15)
<input type="checkbox"/> Mending (DC:15)
<input type="checkbox"/> Read Magic (DC:15) | <input type="checkbox"/> *Grease (DC:18)
<input type="checkbox"/> Ray of Enfeeblement (DC:16)
<input type="checkbox"/> Shield (DC:16) | <input type="checkbox"/> *Acid Arrow (DC:19)
<input type="checkbox"/> Command Undead (DC:17)
<input type="checkbox"/> Darkvision (DC:17) | <input type="checkbox"/> Hold Person (DC:18)
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<input type="checkbox"/> Unluck (DC:18) | <input type="checkbox"/> Arcane Eye (DC:19)
<input type="checkbox"/> Bestow Curse (DC:19)
<input type="checkbox"/> *Summon Monster IV (DC:21) |
| Level 5
<input type="checkbox"/> *Hidden Lodge (DC:22)
<input type="checkbox"/> *Summon Monster V (DC:22) | | | | |

Etaf Gerin

Human (Psionic)

RACE

24

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

170 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Special: All psionic item crafting feats are tied to Etaf's sister Dreiw. She spends the time requirements, leaving Etaf free for other tasks. Usable only as long as Dreiw is safe and able to work.

Money (in bag of holding, held by cleric)

- 5422 platinum
- 118 gold
- 318 silver
- 91 copper

Gems worth 1000 gold

99 Onyx gems (50 gold each)

Freedom Fighter's Brooch (from Randal Morn's band of fighters in Daggerdale)

Drean Instant Fortress - becomes a protected tower upon uttering the command word (unknown)

Stone Golem Manual: L3 Slow, L6 Geas/Quest, L7 Limited Wish, L8 Polymorph Any Object

- At caster L14, spend 3400 gold + 3600 XP + cast Symbol of Stunning to create a stone golem

Whistle of Night Crawler - Animate Dead, Zombie 1/week

Blood Bowl - fills with blood on command (unknown # of charges)

Kirra - this gem can hold spells, much like a scroll, that can be cast on demand. It has 8 slots.

- 3 empty
- L6 Analyze Dweomer
- L5 Contact Other Plane
- L8 Moment of Prescience
- L4 Scrying
- L8 Vision

Biography:

At level 13, gained +3 intelligence from reading a Tome of Clear Thought

Member of the Watchful Order of Magistes and Protectors (lead by Mahir Szeltune from the Tower of Order in Waterdeep) - joined based on generous donation of a Tome of Weaponcrafting

Notes:

Character Sheet Notes: