Dupelard Character Name Player Name		
Wld6; Small Male Dromite; Chaotic Neutral; Age: 23; 3'4"; 38lb.; Eyes Shaved; Skin: Dark & hard	s: Black; Hair: Cho	aracter Record Sheet
		_
ABILITY ABILITY TEMP TEMP TEMP ANAME SCORE MOD SCORE MOD HP 31		20/40/80 ft.
STR         12         +1          TOTAL         Wounds/C	Current HP 1	Nonlethal Speed
DEA 14 12 1 — AC TOTAL Armer Chief DE		<u>0                                    </u>
	ZA GIZE Natural Deficetion W	inst Hat Pooted. 10
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	S	KILLS MAX 9/4
CHA         17         +3           TOTAL DEX Misc Mod Mod	SKILL NAME	KEY SKILL ABILITY RANKS MISC
Base Ability Misc Magic Temp CONDITIONAL MODIFIERS  SAVING THROWS TOTAL Save Mod Mod Mod Mod Mod	Autohypnosis	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
<b>FORTITUDE</b> $+3 = +2 + 1 + 0 + 0 + $	Balance	
<b>REFLEX</b> $+4 = +2 + 2 + 0 + 0 + $	Bluff Climb	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
<b>WILL</b> $+4 = +5 - 1 + 0 + 0 + $	Concentration Craft	$\frac{\text{CON}}{\text{INT}} \xrightarrow{+4} = \frac{+1}{+0} + \frac{3}{+0} + \frac{+0}{+0}$
ATTACK  Base STR/DEX Size Misc Temp Attack Bonus Mod Mod Mod Mod Mod	Escape Artist Intimidate	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
BASE +4	Jump Knowledge (Psionics)	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
$egin{array}{llllllllllllllllllllllllllllllllllll$	Listen Profession	WIS -1 = -1 + 0 + +0
<b>RANGED</b> +7 = $+4 + 2 + 1 + 0 + $	Psicraft	<u>INT</u> +2 = +0 + 2 + +0
WEAPONS AND ARMOR	Sense Motive Spot	$\frac{\text{WIS}}{\text{WIS}} \frac{+3}{+3} = \frac{-1}{-1} + \frac{4}{2} + \frac{+0}{+2}$
Sling Size: Small, Total Attack Bonus: +7, Damage: 1d3+1, Critical: x2, Range	Swim Tumble	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
Increment: 50 ft., Damage Type: Bludgeoning, Type: Ranged	× Hide × Move Silently	$\frac{DEX}{DEX} \frac{+8}{+9} = \frac{+2}{+2} + \frac{2}{+2} + \frac{+4}{+5}$
Strike, Unarmed Total Attack Bonus: +6, Damage: 1d2+1, Critical: x2, Damage Type:		
Subdual, Bludgeoning, Category: Unarmed Shocking Burst Dagger +2		
Size: Small, Total Attack Bonus (melee): +8, Ranged: +9, Damage: 1d4+3		
plus 1d6 electrical (1d10 on critical), Critical: 19-20/x2, Range Increment: 10 ft., Damage Type: Piercing, Slashing, Type: Light, Special Properties: +2		
bonus on Sleight of Hand checks to conceal; Shocking Burst: +1d6 electrical		
damage, +1d10 on critical hit, Enhancement Bonus: +2, Masterwork  Silent Moves Leather armor +3		
Armor Bonus: 2, Armor Check Penalty: 0, Arcane Spell Failure: 10%, Max DEX Bonus: +6, Enhancement Bonus: +3, Masterwork, Magic Skill Bonus		
(Move Silently): 5, Special Properties: Silent Moves: Grants +5 competence		
bonus to wearer's Move Silently checks		
		Total Skill Points: 28/51
	l <del>-                                   </del>	Carrying Capacity
		Light: 32 lbs Medium: 65 lbs
		Heavy: 98 lbs Lift off Ground: 196 lbs
		Push or Drag: 490 lbs
		<b>Load Limits</b> Weight carried: 14.7 lbs
		With Backpacks: 14.7 lbs
AMMUNITION		Max. DEX Bonus: Check Penalty:
Bullets. sling ×10 00000 00000		Maximum Run: ×4 Speed Penalty:

	LANGUAGES	
Campaign	Common, Dwarven, Gnome, Terran	
21,000 (Next: 28,000, Req.: 7,000)		
Experience		
EQUIPMENT		
60 Gold Pieces, 1.2 lbs	SPECIAL ABILITIES/FEATS	
Sling (1d3+1), 0gp	Special Abilities	
Bullets, sling (×10), 5lb.,	Power Point Reserve: 45 power points/day	
1sp	Resistance (Ex): Electricity 5	
Strike, Unarmed (1d2+1)	Psi-Like Ability (Sp): Abilities: 1/day	
Silent Moves Leather armor +3 (AC+5), 8lb.,	Energy Ray (Electricity); DC: 6	
12910gp, Armor	——————————————————————————————————————	
Bonus: 2, Armor Check	Weapon Proficiencies: Simple	
Penalty: 0, Arcane	Wild Surge: +2	
Spell Failure: 10%.	Psychic Enervation	
Max DEX Bonus: +6,	Elude Touch: +3 touch AC	
Enhancement Bonus:	Surging Euphoria: +1	
+3, Masterwork, Magic	Volatile Mind: 1 power pts	
Skill Bonus (Move	Feats	
Silently): 5, Special Properties: Silent	Blind-Fight: Fight without seeing foes	
Moves: Grants +5	Psionic Body: 4 Extra Hit Points	
competence bonus to	Point Blank Shot: +1 bonus to attack and	
wearer's Move Silently	damage rolls at ranges up to 30 ft.	
checks	Psionic Shot: Expend psionic focus for	
Shocking Burst Dagger +2	+2d6 damage on ranged attack	
(1d4+3 plus 1d6		
electrical (1d10 on		
critical)), ½lb.,		
32302gp		
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	NOTES	
Total Cost: 45,212.10gp		
Armor and Weapons on Person: 14.7lb.		
Total Gear in Backpacks: 0.0lb. Total Gear and Armor: 14.7lb.		
Total Gear and Armor: 14.71b.		
MONEY		
Total: 60gp		
60 gp		
Or		
	——	
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PSIONICS							
POWER SAVE	+3	DC MOD	POWER POINTS	45			
DISCIPLINE				NORMAL	CURRENT		
Bolt Level: Wilder 1; Metac Disp: Material; MT: 1 Effect: A normal bolt, min./level; SV: None; You create 2d4 ecta arrows, or sling bullets which dissipate into th particles when the dura fired. Ammunition you enhancement bonus on rolls. Augment: For ever you spend, this power enhancement bonus on by 1.	standard ac arrow, or si PR: No; PF oplasmic cr s, appropria eir constitu at create has a attack roll y 3 additior improves tl	etion; Rng: 0 ft.; ling bullet; Dur: 1 2: 1 ossbow bolts, te to your size, ent ectoplasmic or after being a +1 s and damage	Any additional target cann	n the subject departed is to the time stream, he excupied space, still in homine the closest space sment this power in one state and power points you enture of one size the weight of an object all power points you can additional target, on the more than 15 fee	s is e or e to		
Inertial Armor Level: Wilder 1; Psych Disp: Visual; see text; Personal; Trg: You; Do see text Your mind generate that provides a +4 arm Unlike mundane armor armor check penalty or inertial armor is compe incorporeal creatures or normal armor. Your inertial armor appear as a colored glo The armor bonus pr does not stack with the regular armor. Augment: For ever you spend, the armor be increases by 1.	MT: 1 stan ur: 1 hour/le es a tangibl or bonus to r, inertial ar r speed redi osed of psy- an't bypass can be inv ow, at your rovided by armor bon y 2 addition	dard action; Rng: evel (D); PP: 1;  e field of force Armor Class. mor entails no action. Because chokinetic force, it the way they do isible or can option. inertial armor us provided by nal power points	from another target of the	power.			
Inflict Pain Level: Wilder 2; Telep Disp: Mental; MT: 1 si (25 ft. + 5 ft./2 levels); round/level; SV: Will 3 You telepathically causing horrible agony wracking pain that improlls, skill checks, and makes its save, it takes Augment: For everyou spend, this power!	tandard acti Trg: One of partial; see stab the mind. The subjections a -4 p ability check only a -2 p by 2 additions as save DC i	on; Rng: Close creature; Dur: 1 text; PR: Yes; PP: and of your foe, ct suffers enalty on attack cks. If the target benalty. all power points ncreases by 1, and					
the power can affect an additional target cannot another target of the positive test and target cannot another target of the positive test. Time Hop Level: Wilder 3; Psych Disp: Auditory, Visual Rng: Close (25 ft. + 5 Medium or smaller cree 300 lb. or less; Dur: 1 Will negates; PR: Yes; The subject of the pround for every manifethe subject seems to displayed the subject	at be more to over.  apportation  i; MT: 1 states and the states and the states are the states a	han 15 feet from  (CHA); DC: 16 ndard action; ; Trg: One ne object weighing ; see text; SV: forward in time 1 rou have. In effect, a shimmer of the duration of appears in exactly n as before. From					