



Campaign  
21,000 (Next: 28,000, Req.: 7,000)  
Experience

**EQUIPMENT**

60 Gold Pieces, 1.2 lbs  
Sling (1d3+1), 0gp  
Bullets, sling (x10), 5lb.,  
1sp  
Strike, Unarmed (1d2+1)  
Silent Moves Leather armor  
+3 (AC +5), 8lb.,  
12910gp, 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  
Shocking Burst Dagger +2  
(1d4+3 plus 1d6  
electrical (1d10 on  
critical)), 1/2lb.,  
32302gp

Total Cost: 45,212.10gp  
Armor and Weapons on Person: 14.7lb.  
Total Gear in Backpacks: 0.0lb.  
Total Gear and Armor: 14.7lb.

**MONEY**

Total: 60gp  
60 gp

**LANGUAGES**

Common, Dwarven, Gnome, Terran

**SPECIAL ABILITIES/FEATS**

**Special Abilities**

Power Point Reserve: 45 power points/day  
Resistance (Ex): Electricity 5  
Psi-Like Ability (Sp): Abilities: 1/day --  
Energy Ray (Electricity); DC: 6  
Scent (Ex)  
Weapon Proficiencies: Simple  
Wild Surge: +2  
Psychic Enervation  
Elude Touch: +3 touch AC  
Surging Euphoria: +1  
Volatile Mind: 1 power pts

**Feats**

Blind-Fight: Fight without seeing foes  
Psionic Body: 4 Extra Hit Points  
Point Blank Shot: +1 bonus to attack and  
damage rolls at ranges up to 30 ft.  
Psionic Shot: Expend psionic focus for  
+2d6 damage on ranged attack

**NOTES**

PSIONICS

POWER SAVE

+3

DC MOD

POWER POINTS

45

DISCIPLINE

NORMAL

CURRENT

**Bolt**

Level: Wilder 1; Metacreativity (CHA); DC: 14  
Disp: Material; MT: 1 standard action; Rng: 0 ft.;  
Effect: A normal bolt, arrow, or sling bullet; Dur: 1 min./level; SV: None; PR: No; PP: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

**Inertial Armor**

Level: Wilder 1; Psychokinesis (CHA); DC: 14  
Disp: Visual; see text; MT: 1 standard action; Rng: Personal; Trg: You; Dur: 1 hour/level (D); PP: 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.

**Inflict Pain**

Level: Wilder 2; Telepathy (CHA); DC: 15  
Disp: Mental; MT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One creature; Dur: 1 round/level; SV: Will partial; see text; PR: Yes; PP: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a -2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

**Time Hop**

Level: Wilder 3; Psychoportation (CHA); DC: 16  
Disp: Auditory, Visual; MT: 1 standard action; Rng: Close (25 ft. + 5 ft./2 levels); Trg: One Medium or smaller creature, or one object weighing 300 lb. or less; Dur: 1 round/level; see text; SV: Will negates; PR: Yes; PP: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject

to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.