

Campaign 10,000 (Next: 15,000, Req.: 5,000) Experience	LANGUAGES Common, Undercommon
EQUIPMENT Bite (1d6+3) 28 Gold Pieces, 0.56 lbs Strike, Unarmed (1d3+2) Dagger (1d4+2), 1lb., 2gp Leather armor (AC +2), 15lb., 10gp, Armor Bonus: 2, Armor Check Penalty: 0, Arcane Spell Failure: 10%	SPECIAL ABILITIES/FEATS Special Abilities Trip Lycanthropic Empathy Curse of Lycanthropy Alternate Form Damage Reduction (15/silver): Reduction: 15; Type: silver Scent Weapon Proficiencies: Simple Power Points (14) Psychometabolism (STR) Powers Discovered (3+d/2+d/1+d) Feats Blind-Fight: Fight without seeing foes Improved Initiative: +4 bonus on initiative Weapon Finesse (Bite): Use DEX modifier instead of STR for attack bonus Inertial Armor: Reserve Power Points: 1; AC: +4 Psionic Fist: Unarmed Strike Damage: +1d4; Maximum Charge Duration: 3 rounds Power Touch: Power Points: +2
Total Cost: 12gp Armor and Weapons on Person: 16.6lb. Total Gear in Backpacks: 0.0lb. Total Gear and Armor: 16.6lb.	NOTES Story It was a blind date gone bad. He was a werewolf looking for a mate. She rejected him, but the affliction unleashed her evil power.
MONEY Total: 28gp 28 gp	

PSIONICS

Defense	Ego Whip	Id Insinuation	Mind Blast	Mind Thrust	Psychic Crush
Empty Mind	+1	-2	+3	-3	-5
Intellect Fortress	-2	+1	+0	+6	+4
Mental Barrier	-1	+4	-3	+1	+3
Thought Shield	-4	-1	-2	+4	+2
Tower of Iron Will	+3	+0	-1	+5	-3
Nonpsionic buffer	-8	-9	+4	-8	-8
Flat-footed or out of power points	+8	+7	+8	+8	+8

Power Save: 1d20 + 2
 Free manifestations: 8
 Psionic Combat: 1d20 + DC
 Modifier + Key Ability Modifier
 Key Ability: STR
 Key Ability Modifier: +2

POWER POINTS
14:

ATTACK MODES
 Ego Whip: 3 (DEX) (STR) _____
 Mind Blast: 9 (CHA) _____
 Id Insinuation: 3 _____

DEFENSE MODES
 Thought Shield: 1 _____ Mental Barrier: 3 _____
 Empty Mind: 1 _____
 Intellect Fortress: 5 _____

NUMBER OF POWERS KNOWN
 0: 3+d 1: 2+d 2: 1+d 3: -- 4: --
 5: -- 6: -- 7: -- 8: -- 9: --

POWERS

Talons
 Level: 0; Psychometabolism (Str)
 Unarmed attacks deal +1 damage; Disp: Vi; MT: 1
 action; Rng: Personal; Trg: You; Dur: 1 minute;
 PP: 1

Lesser Natural Armor
 Level: 0; Psychometabolism (Str)
 Gain +1 natural armor bonus; Disp: Ol, Ma; MT: 1
 action; Rng: Personal; Trg: You; Dur: 1 minute;
 PP: 1

Burst
 Level: 0; Psychoportation (Dex)
 Subject's speed improves by 10 ft. for 1 round;
 Disp: Au; MT: See text; Rng: Close (25 ft. + 5 ft./2
 levels); Trg: One living creature; Dur: 1 round; PP:
 1

Catfall
 Level: 0; Psychoportation (Dex)
 Recover well from a fall; Disp: Au; MT: See text;
 Rng: Personal; Trg: You; Dur: 1 round/level; PP: 1

Attraction
 Level: 1; Telepathy (Cha)
 Subject has an attraction the manifester specifies;
 Disp: Au; MT: 1 action; Rng: Close (25 ft. + 5 ft./2
 levels); Trg: One living creature; Dur: 1 hour/level;
 SV: Will negates; PR: Yes; PP: 1

Biofeedback
 Level: 1; Psychometabolism (Str)
 Self-control allows manifester to take some damage
 as subdual damage; Disp: Vi, Ma; MT: 1 action;
 Rng: Personal; Trg: You; Dur: 1 minute/level (D);
 PP: 1

Stomp
 Level: 1; Psychokinesis (Con)
 Shock waves in the ground knock foes prone; Disp:
 Au, Vi; MT: 1 action; Rng: 20 ft.; Trg:
 Two-dimensional "cone"; Dur: Instantaneous; SV:
 Reflex negates; PR: No; PP: 1

Body Adjustment
 Level: 2; Psychometabolism (Str)
 Heal 3d6 damage, or gain a bonus on the next
 Fortitude save to resist poison or disease, or heal 2
 temporary ability points; Disp: Au, Ma; MT: 1 full
 round; Rng: Personal; Trg: You; Dur:
 Instantaneous; PP: 3

Chameleon
 Level: 2; Psychometabolism (Str)
 Gain a +10 enhancement bonus on Hide checks;
 Disp: Ol; MT: 1 action; Rng: Personal; Trg: You;
 Dur: 10 minutes/level (D); PP: 3