character na	me				player					Du	NG	EON	15	
Psychic	Warrio	or			<u> </u>						AG			
class		ra	ice		alignment		level	deity						
size	age		ender	height	weight	eyes	hair	skin	CHARA	CTER	REC	ORD	SHE	ETS
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	,
STR	SCORE	MODIFIER	SCORE	MODIFIER		wol	JNDS/CURRENT HP	SUBDUAL DAM.	AGE	REDUCTION	d8		PELL	
strength	\vdash	\vdash	ш	h	HP it points	L					uo	<u> </u>	_	=
DEX dexterity			ш	arı	MC mor class	= 10+	+ + +		+					
CON					TOTAL	_	ARMOR SHIELD BONUS BONUS	DEX SIZE NAT MODIFIER MODIFIER ARM	URAL MISC MOR MODIFIER		MISS CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANCE
INT intelligence	一	一			NITIATIVE modifier	=	+	SS		SKIL			X RANKS	,
	\vdash	\vdash	Н	ш-		TOTAL	DEX MISC MOD MOD	S-CLASS		KEY	SKILL	ABILITY		MISC
WIS	Ш		ш		BASE ATT	ACK		SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER
CHA charisma			ш		Donus					INT		=	+	+
SAVING T	HPO\\/S	TOT	AI BAS	E ABILITY MA	AGIC MISC. T	EMP. Cond	itional modifiers		ATHY ■	INT INT			+	_+
REF			AL SAV	MODIFIER MOI	DIFIER MODIFIER MC	DIFIER	itional modifiers	□ AUTOHYPNOS	SIS	WIS		=· =·	+ +	.+ _+
(dexte	rity)	4 느	╝	_ * +*		-11		☐ BALANCE ■		DEX*		=		
FORTI (constitu	TUDE tion)		_ =	++	+ +			BLUFF ■ CLIMB ■		CHA STR*		=		
WILLP					++	_		☐ CONCENTRAT	ION ■	CON		= =		
(wisdo	om)							☐ CRAFT ■ () INT		=	+	_+
			BAS ATTA	E CK STR S	IZE MISC T	EMP.	itional modifiers	☐ ☑ DECIPHER SC ☐ ☑ DIPLOMACY ■		INT CHA			+ +	.+
MEI	.EE	TOTA	AL BON	US MODIFIER MOI	DIFIER MODIFIER MC	DIFIER		☑ DISABLE DEV		INT		=		.T
attack b	onus		_ =	++	+			⊠ Disguise ■		CHA		=		
RAN attack]=	+ +	+ +				5T =	DEX*		=	+ +	.+ +
		тот	ALIA	CK MODIFIER MOI	IZE MISC DIFIER MODIFIER			☐ GATHER INFO	RMATION	СНА		=		_+
			BON	US				☑ Handle Anii☑ Heal ■	MAL	CHA		=		.+
V	VEAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ HEAL ■		WIS DEX*		=		
								⊠ Innuendo		WIS		=		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES			CHA WIS		=		
								□ JUMP ■	TION	STR*		=:		
	//EARG							✓ KNOWLEDGE	. ,	INT	:	=	+	_+
٧	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		•	E INT		= .		
									,	INT			+	.T _+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES	⊠ Knowledge	,	INT			+	_+
										INT	:		+ +	.+ +
V	/EAPC	N		TOTAL ATTACK	DONIES D	AMAGE	CDITICAL			INT		=		
				TOTAL ATTACK	PONO2 D	AMAGE	CRITICAL	⊠ KNOWLEDGE	. ,	INT		=		
RANGE	WEIGHT	CIZE		TVDE	CDECH	VI DDODES	TIES		(KELIGION)	INT WIS		=:		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	HES	Move Silent ✓ Mov	ΓLY ■	DEX*	·:	=	+	+
										DEX) CHA		=		
										INT		=		
ARMOR/	PROTEC	TIVE IT	EM	TYPE	ARMOR BON	IUS	CHECK PENALTY	⊠ Ріск Роскет			*			
								□ Profession □ Read lips	() WIS		= =		
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECI/	AL PROPER	TIES	⊠ RIDE ■		DEX				
								⊠ REMOTE VIEW	√ ■	INT		=		_+
SHIELD/PI	ROTECT	IVF ITE	М					Search ■Sense Motiv	/E ■	INT WIS		=: =:		
J			ARM	OR BONUS V	VEIGHT SPELL I	AILURE	CHECK PENALTY	SPELLCRAFT		INT		=		
								⊠ SPOT ■		WIS				+
				SPECIAL PROPE	RTIES			☐ STABILIZE SEI ☐ SWIM ■	LF	CON STR*		=		_+ +
								Тимвlе		DEX*	·	=	+	+
	AMMUNITIO							□ Use Magic D □ Use Psionic □ U						
								USE ROPE ■	DEVICE					
									Lore ■		:			

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
		15	т						
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MONEY	LANGUAGES	3R	D						
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character na					player					(Du	NGE	EON	15	
Psion: N	lomac	d									TY	AG (2KK		
class		ra	ice		alignment		level		deity	•					
size	age		ender	height	weight	eyes	hair	ski		HARA	CTER	RECO	ORD S	SHEI	ETS
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOLINI	DS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	S	PEED	
STŖ	SCORE	MODIFIER	SCORE		HP	WOONE	JS/CORRENT HP	1 [SUBDUAL DAMAGE	\neg	T I	d4			
strength DEX		H	-		AC		$\neg \neg$	╀	$\overline{}$	러		<u> </u>		$\overline{}$	$\overline{}$
dexterity			_	ar	mor class	= 10+ [RMOR SHIELD	DEX.	+ SIZE NATURAL	MISC	L	MISS A	ARCANE	ARMOR	SPELL
CON constitution					TOTAL	B	ONUS BONUS	MODIFIER	MODIFIER ARMOR	MODIFIER	(HANCE	SPELL	CHECK I	RESISTANCE
INT intelligence					NITIATIVE modifier	=	+	SS			SKILL	S	MAX	RANKS	1
		H	Н	т-		TOTAL	DEX MISC MOD MOD	SS-CLASS			KEY	SKILL	ABILITY	B44446	MISC
WIS				_	BASE ATTA	\CK		CRO	SKILL NAME		ABILITY	MODIFIER	MODIFIER	RANKS	MISC MODIFIER
CHA charisma			ш		Donus			$\boxtimes A$	ALCHEMY		INT	=	=+		+
SAVING T	⊔DO\Y/S	тот	A I BAS	E ABILITY M	IAGIC MISC. TE	MP. Isonditio	nal modifiers		NIMAL EMPATHY Appraise ■	•	INT				+
REF			AL SAV	E MODIFIER MC	DIFIER MODIFIER MO	DIFIER	nai modiliers	I	AUTOHYPNOSIS		INT WIS		=+		+
(dexte	rity)		_ =	+ +		_		I	BALANCE ■		DEX*		=		+
FORTI (constitu	ŢŲDE		_=_		+ + +			_	BLUFF ■		СНА	=	=+		+
WILLP	•	-	╡늗		===	-		1 -	LIMB ■	_	STR*		=+		
(wisd			╝╸	+ +				Ι – .	CONCENTRATION RAFT (•	CON) INT		=+ = -		+ +
				-		conditio	nal modifiers	_	DECIPHER SCRIPT		INT		 =		+
		тот	AL BON	CK STR :	SIZE MISC TE	MP.		I —	DIPLOMACY ■		СНА	=	=+		+
MĘĻ				1+	1+11+			I —	DISABLE DEVICE		INT		=+		+
attack b			╡늗			-1		1 -	DISGUISE ■ SCAPE ARTIST ■		CHA DEX*		=+ = -		
RAN attack	onus		╝=┖	++	++	_		I —	ORGERY ■		INT		=		+
		тот	ALIA	CK MODIFIER MC	SIZE MISC DIFIER MODIFIER			_	Gather Informa	TION ■	СНА	=	=+		+
			BON	US .				_	HANDLE ANIMAL		CHA		=+		+
V	VEAPO	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		HEAL ■ HIDE ■		WIS DEX*		=+ = -		
								I .	NNUENDO		WIS		 =+		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	FS	⊠I	NTIMIDATE =		СНА	=	=+		+
IOUTOL	WEIGITI	3122			31 2011	ET KOT EKT		I	ntuit Direction	I	WIS		=+		
								1 '	UMP ■ (NOWLEDGE (ARCA	(114	STR* INT		=+	-	+
V	VEAPO	ON		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	_	(NOWLEDGE (ARCH	,					Т
								8	ENGINEERING)		INT	=	=+		+
PANCE	V/FIGUE	CITE		TVDE	CDECIA	L DROBERT			NOWLEDGE (GEO	,	INT		=+		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES	1 -	(NOWLEDGE (HIST (NOWLEDGE (LOCA	,	INT		==		+
									(NOWLEDGE (NATI						+
V	VEAPO	N		TOTAL ATTACK	PONUS D	MAGE	CRITICAL	_	(NOWLEDGE (PSIO	,	INT		=+		
				TOTAL ATTACK	DONOS DI	AWAGE	CKITICAL		NOWLEDGE (THE	,	INT		=+		
								_	(NOWLEDGE (RELIG LISTEN ■	GION)	INT WIS		=1 =1		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		Nove Silently ■		DEX*		=† =†		
								⊠ (DPEN LOCK		DEX		=+		+
									PERFORM () СНА	=			+
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	uscı	HECK PENALTY		SICRAFT PICK POCKET		INT DEX*	=	=+		+
_				****	ARMION BOIL	00 0.	TECKT ENVIET	1 -	ROFESSION (+
					40.00				READ LIPS		INT	=	=1		+
MAX DEX	SPELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPERTI	ES	_	RIDE ■			=			
								_	REMOTE VIEW ■ SEARCH ■		INT		=1 =1		
SHIELD/PI	ROTECT	IVE ITE	M	IOR BONUS	WEIGHT SPELL F	ALL LIDE C	JECV DEMALTY	_	ENSE MOTIVE		WIS		=1 =1		
			ARN	OK BONUS	WEIGHT SPELL F	AILURE CH	HECK PENALTY	⊠ S	PELLCRAFT		INT		=+		+
								_	POT ■		WIS		=+		+
				SPECIAL PROPE	RTIES			_	STABILIZE SELF SWIM ■		CON STR* [;]		= = 		+
								_	UMBLE		DEX*		==		
				AMMUNITIO	DN			_	Jse Magic Devic	E					
								, –	JSE PSIONIC DEV	ICE		=			+
]			18888 88888 18888 88888		Jse Rope ■ Vilderness Lore		DEX WIS				+
						L		, (A)	DERIVESS LORI	-	WID	=			+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	٦			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
		15	т						
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MONEY	LANGUAGES	3R	D						
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Psion: E	goist								7		200			
class		ra	ice		alignment		level	deity	•	I	AG		<u>J</u>	
size	age	g	ender	height	weight	eyes	hair	skin	CHARA	ACTER	REC	ORD	SHE	ETS
ABILITY NAME	ABILITY	ABILITY	TEMPORARY	TEMPORARY	TOTAL	·				DAMAGE	HIT DIE		SPEED	,
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOI	JNDS/CURRENT HP	SUBDUAL DAMA	AGE	REDUCTION	d4		,, LL.	
strength		Щ	ш		it points						Q4	<u> </u>		
DEX dexterity			ш	arr	AC nor class	= 10+		++	+					
CON					TOTAL		ARMOR SHIELD BONUS BONUS N	DEX SIZE NATU MODIFIER MODIFIER ARM	JRAL MISC IOR MODIFIER		CHANCE	SPELL	ARMOR CHECK PENALTY	SPELL RESISTANO
	\vdash	\vdash	Н		VITIATIVE	-	+	10		CIVIL			i	
intelligence		Щ		_	modifier	TOTAL	DEX MISC MOD MOD	CLAS		SKIL	LS	MA	X RANKS	/
WIS wisdom					BASE ATTA	CK	INIOD INIOD	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
ÇḤA					bonus	·CK		☐ ALCHEMY		INT				
charisma									THY ■	INT			+ +	.+ +
SAVING T	HROWS	TOT	AL BAS	E ABILITY MA E MODIFIER MOD	AGIC MISC. TE DIFIER MODIFIER MO	MP. DIFIER CONC	litional modifiers	APPRAISE ■		INT	:	=	+	+
REFL (dexte	EX		7=[+ +	+ +			☐ AUTOHYPNOS	IS	WIS		=		+
FORTI			╡늗					□ Balance ■ □ Bluff ■		DEX [*]		=		+
(constitu	rtion)		=	+ +	++			☐ CLIMB ■		STR*		=		+
WILLP	OWER		_=_	+ +	+ +			☐ CONCENTRATI	ION ■	CON		=		+
(wisdo	om)							⊠ Craft ■ () INT	:	=	+	+
			BAS	E CTD			litional modifiers	□ DECIPHER SCI	RIPT	INT			+	.+
		тот	AL BON	CK STR SI US MODIFIER MOD	IZE MISC TE DIFIER MODIFIER MO	MP. DIFIER		□ DIPLOMACY ■ □ DISABLE DEVI	CF	CHA INT			+ +	.+ +
MEL attack b			=	+ +	+ +	- 11		⊠ Disguise ■		CHA		=		+
RANG			三三						Τ ■	DEX	·	=	+	+
attack b	onus		BAS	E DEX SI	IZE MISC			⊠ Forgery ■		INT			+	+
		TOT	AL ATTA	CK MODIFIER MOD	DIFIER MODIFIER			│ 図 GATHER INFO 図 HANDLE ANIM		CHA CHA			+ +	.+
	//								MAL	WIS		=		+
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠ Hide ■		DEX		=		+
								⊠ Innuendo		WIS		=	+	_+
RANGE 1	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	TIES	⊠ INTIMIDATE ■		CHA		=		+
									TION	WIS STR*		=		+
								⊠ Knowledge ((ARCANA)	INT		= =		.+ +
V	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		. ,	RE				
								& ENGINEERING	•	INT	=	=	+	+
DANCE V	WEIGHT	SIZE		TVDE	SDECIA	I DRODER	TIES		,			=		+
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		,	INT			+ +	.+ +
										INT		=	'	+
<u> </u>	/EAPC	N		TOTAL ATTACK	RONUS D	MAGE	CRITICAL	☐ Knowledge	` ,	INT	:	=	+	+
				- TOTAL ALTACK	DONOS DA	WINGL	CKITICAL		. ,	INT		=		+
								⊠ Knowledge (⊠ Listen ■	(KELIGION)	INT WIS		=		.+ +
RANGE	WEIGHT	SIZE		TYPE	SPECIA	L PROPER	THES		LY ■	DEX*		=		+
								OPEN LOCK		DEX		=		+
								⊠ PERFORM ■ () СНА		=		+
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	US	CHECK PENALTY	☐ PSICRAFT ☐ PICK POCKET		INT DEX ³	. ———	=		+
					ARMOR BON		GHEGN ENAL!		() WIS		=		+
								⊠ READ LIPS		INT		=		+
MAX DEX S	PELL FAI	LURE	SPEED	WEIGHT	SPECIA	L PROPER	TIES	⊠ Ride ■		DEX		=	+	+
								⊠ REMOTE VIEW	•	INT		=		.+
SHIELD/PI	OTECT	IVE ITE	м						E■	INT WIS		=		+
3111540/17		111	ARM	OR BONUS V	VEIGHT SPELL F	AILURE	CHECK PENALTY	SPELLCRAFT SPELLCRAFT	_	INT		=		+
								⊠ Spot ■		WIS		=		+
			Ċ	SPECIAL PROPE	RTIES			☐ STABILIZE SEL	.F	CON		=		+
								□ Swim ■ ⊠ Tumble		STR*		=		
				AMMUNITIO	N			│ 図 TUMBLE □ USE MAGIC D	EVICE	CHA		=		.+ +
										CHA		=		*
								Use Rope ■		DEX			+	+
								⋈ WILDERNESS	Lore =	WIS		=	+	_+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
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Psion: Sa	avant								_		FYB	λ <i>C</i> (2KK		
class		race	е		alignment		level		deity	•	シベ	AG(5	
size	age	gen	ıder	height	weight	eyes	hair	ski		H A R A	CTER	RECO	ORD :	SHEI	ETS
ABILITY NAME	ABILITY	ABILITY T	EMPORARY	TEMPORARY	TOTAL	·		-			DAMAGE	HIT DIE		PEED	
STR	SCORE	MODIFIER	SCORE	MODIFIER	HP	WOUN	DS/CURRENT HP	1 —	SUBDUAL DAMAGE		REDUCTION	d4		PEED	
strength DEX		H	-	h	it points										$\overline{}$
dexterity				ari	mor class	= 10+	RMOR SHIELD	DEX	SIZE NATURAL	MISC	L	MISS A	ARCANE	ARMOR	SPELL
CON constitution			_	ш.,	TOTAL	. — — — —	ONUS BONUS I	MODIFIER	MODIFIER ARMOR	MODIFIER	(CHANCE	SPELL	CHECK I	RESISTANCE
INT intelligence					NITIATIVE modifier		DEX MISC	CLASS			SKILL	S	MAX	RANKS	/
WIS			_				MOD MOD	Š	KILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA			-	_	BASE ATTA	CK		5			ABILITY	MODIFIER	MODIFIER		MODIFIER
charisma			_						lchemy nimal Empathy		INT INT	=	=		+
SAVING TI	HROWS	TOTAL	L BASE	E ABILITY MA	AGIC MISC. TE DIFIER MODIFIER MOD	MP. condition	onal modifiers		PPRAISE ■	•	INT		=+ = -		+
REFL				7. F	T. C. T.	JIFIER		I	UTOHYPNOSIS		WIS		=+		+
(dexter	ity)		J=			_		⊠B	ALANCE ■		DEX*	=	=+		+
FORTIT	<u>[UDE</u>]=[+ +	+ +			1	LUFF ■		CHA	=	=+		+
(constitu			╎├		= = = =	- 1		ı –	LIMB ■		STR*		=		
WILLPC (wisdo			<u> -</u>	++	++			I	ONCENTRATION I		CON		=+		+
									RAFT ■ (ECIPHER SCRIPT		_) INT INT		=+ = -		+
			BASE	E CK STR S	IZE MISC TE	MP. condition	onal modifiers	_	IPLOMACY ■		CHA		= =		+
MEL	FF	TOTAL	- BONL	JS MODIFIER MO	DIFIER MODIFIER MOD	DIFIER		_	ISABLE DEVICE		INT		= -		+
MEL attack b			=	++	+ +			⊠ D	ISGUISE ■		СНА		=		
RANC	GED		ī	7. — . –	一.	_		⊠E	SCAPE ARTIST ■		DEX*	=	=+		.+
attack b	onus]=[_	ORGERY =		INT	=	=+		.+
		TOTAL	BASE ATTAC BONU	CK MODIFIER MO	IZE MISC DIFIER MODIFIER			_	ATHER INFORMA	TION ■	CHA		=		+
			BOING	55				_	ANDLE ANIMAL		CHA		=		.+
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		EAL ■		WIS DEX*		=		
									IDE = NNUENDO		WIS		=+		+
		1							NTIMIDATE		CHA				.T
RANGE \	VEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		NTUIT DIRECTION		WIS		=		+
									JMP ■		STR*		=		+
								⊠K	NOWLEDGE (ARCA	NA)	INT	=	=+		+
W	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠K	NOWLEDGE (ARCH	HITECTUR	E				
									ENGINEERING)		INT		=		.+
DANCE \	VELCUT.	6175		TVDE	CDECIA	L DDODEDT	FC		NOWLEDGE (GEO	,	INT		=+		.+
RANGE \	WEIGHT	SIZE		TYPE	SPECIA	L PROPERTI	ES		NOWLEDGE (HIST	,	INT	=	=+		+
									NOWLEDGE (LOCA NOWLEDGE (NATU		INT				+
	/FAB6	NNI -							NOWLEDGE (NATO		INT	=	=+		
, w	/EAPC	N		TOTAL ATTACK	BONUS DA	MAGE	CRITICAL		NOWLEDGE (F310	,	INT				
									NOWLEDGE (RELIG	,	INT				
RANGE \	WEIGHT	SIZE		ТҮРЕ	SPECIA	L PROPERTI	ES	⊠L	STEN .		WIS		=		
		JIEL			51 ECIA			_	OVE SILENTLY ■		DEX*	=	=		.+
								_	PEN LOCK		DEX		=+		.+
									ERFORM ■ (,	=			+
ARMOR/F	ROTEC	TIVEITE	М	TYPE	ARMOR BON	us de	HECK PENALTY		sicraft ick Pocket		INT		=		+
				ITPE	ARMOR BON	US CI	HECK PENALIT	1 –	rofession (`=			+
								_	EAD LIPS		_) wis		== ==		. +
MAX DEX S	PELL FAI	LURE SI	PEED	WEIGHT	SPECIA	L PROPERTI	ES		IDE ■						+
								_	EMOTE VIEW ■		INT		=		
								l 🗆 S	EARCH ■		INT		=+		
SHIELD/PF	ROTECT	IVE ITEM	ARM	OR BONUS V	VEIGHT SPELL F	AILURE C	HECK PENALTY		ense Motive =		WIS	=	=+		+
								_	PELLCRAFT		INT	=	=+		.+
								_	POT ■		WIS		=		.+
				SPECIAL PROPE	RTIES			_	TABILIZE SELF		CON STR* [*]		=		+
								_	WIM ■ UMBLE		STR^/		=		
				AMMUNITIO	N.			_	omble se Magic Devic	F		=			
						-		_	SE PSIONIC DEVI						
								l ⊠ U	SE ROPE ■		DEX				+
		[18888 8888 18888 88888	⊠ W	/ilderness Lore		WIS				+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
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ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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Psion: S	haper										AG			
class		ra	ce		alignment		level	deity	,					
size	age		ender	height	weight	eyes	hair	skin	CHARA	ACIER	REC	ORD	SHEI	:18
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	· WOU	NDS/CURRENT HP	SUBDUAL DAI	MAGE	DAMAGE REDUCTION	HIT DIE TYPE	5	PEED)
STR strength					HP it points] [7			d4			
DEX	\vdash	H	М		AC	= 10+			\neg					$\overline{\Box}$
dexterity	\vdash	\vdash	Н	ar	mor class TOTAL	1	ARMOR SHIELD BONUS BONUS	DEX SIZE NA MODIFIER MODIFIER AI	TURAL MISC RMOR MODIFIER		MISS CHANCE	ARCANE	ARMOR CHECK	SPELL RESISTANCE
CON	\sqsubseteq	Щ	ш	⊢l m	NITIATIVE		BONUS BONUS	MODIFIER MODIFIER A	RIVIOR WIODIFIER		CHANCE	SPELL FAILURE	PENALTY	KESISTAINCE
INT intelligence			ш	 ■	modifier	TOTAL	DEX MISC	CLASS		SKILI	LS	MA	K RANKS	/
WIS wisdom					BASE ATT		MOD MOD	SKILL NAM	E	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
СНА	一	$\overline{\Box}$			bonus	ACK		□ Аlchemy		INT		_	1	
charisma						5110			PATHY ■	INT		=·	+	+
SAVING T		TOT	AL BASE	E ABILITY M E MODIFIER MO	AGIC MISC. T DIFIER MODIFIER MO	EMP. DIFIER condi	tional modifiers	☐ Appraise ■		INT			+	.+
REFL (dexte	_ EX rity)		=	+ +	+ +	- 11		✓ AUTOHYPNO✓ BALANCE	OSIS	WIS DEX*		=: =:	. — — —	
FORTI	TUDE			$\neg_+ \sqcap_+ \sqcap$	— +—+			⊠ BLUFF ■		СНА		=		
(constitu	<u> </u>		╛╠	J	=======================================			⊠ CLIMB ■		STR*		=		
WILLP(_ =	+ +	++			☐ CONCENTRA☐ CRAFT ■ (TION ■	CON) INT		=: =		
				_		Condi	tional modifiers	DECIPHER S	CRIPT	INT			т +	+
		тоти	BASI ATTAC AL BONU	CK STR S	SIZE MISC T DIFIER MODIFIER MO	ЕМР.		□ DIPLOMACY		СНА		=	+	.+
				1+	+ + +			☐ DISGUISE ■	VICE	INT CHA		=		
RAN			┧늗					☐ DISGUISE ■ ☐ ESCAPE ARTI	ST ■	DEX*		=: = ·		
attack b			=	++	++			FORGERY ■		INT			+	.+
		TOTA	AL BASE ATTAC BONU	CK MODIFIER MO	DIFIER MODIFIER			☐ GATHER INF		CHA		=		.+
	//= A > C							⊠ Handle An_ ⊠ Heal ■	IMAL	CHA WIS		=· =	+ +	.+ +
V	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ Hide ■		DEX		=		
								⊠ Innuendo		WIS		=:		.+
RANGE	WEIGHT	SIZE		TYPE	SPECI/	AL PROPER	TIES	INTIMIDATEINTUIT DIRE		CHA WIS		=: = ·		
								⊠ JUMP ■		STR*		- -		
,,,	/FADC	N		-				■ KNOWLEDGE	. ,	INT		=	+	.+
V	/EAPC	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		`	RE INT		= .		
									,				т +	+
RANGE	WEIGHT	SIZE		TYPE	SPECI/	AL PROPER	TIES	⊠ Knowledge	,	INT		=	+	.+
										INT			+	.+
	/EAPC	N						■ □ KNOWLEDGE		INT		=: =:		
	FEAPU	A		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL	⊠ Knowledge	(THE PLANES)	INT		=		
								⊠ Knowledge	(RELIGION)	INT		=		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	TIES		ITLY ■	WIS DEX*		=: = ·		
								☐ OPEN LOCK		DEX		=		
								☐ PERFORM ■	() СНА		=:		
ARMOR/I	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BON	IUS	CHECK PENALTY	☐ PSICRAFT ☐ PICK POCKET	т	DEX;	*	=: :		
								□ Profession						
MAX DEX S	SPELL EAL	I LIRE L	SPEED	WEICHT	SDECT	AL PROPER	TIFS	⊠ READ LIPS		INT		=		
MIAA DEA		-OKL	-11-12	WEIGITI	SPECIA	I KOPEK		RIDE ■ REMOTE VIE	w =	DEX INT		=		.+
								SEARCH ■	=	INT		= =:		.T .+
SHIELD/PI	ROTECT	IVE ITE	M ARM	IOR BONUS \	WEIGHT SPELL F	FAILURE C	CHECK PENALTY	Sense Moti ■	VE ■	WIS		=	+	+
								SpellcraftSpot ■		INT		=		
				SPECIAL PROPE	RTIES				ELF	WIS CON		=: =		
				J-LGIME I KOI L				_ ⊠ Swiм ∎		STR*		=		
								■ TUMBLE	D		·			
				AMMUNITIO	N			□ Use Magic □ Use Psionic □ Use		CHA CHA		=		
								□ □ USE ROPE ■		DEX		=: =:		+
								☐ WILDERNESS	S LORE ■	WIS		=	+	.+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
		•		0 —					
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Psion: So	eer										DA C	ON K		
class		ra	ce		alignment		level	deity			AG			
size	age		nder	height	weight	eyes	hair	skin	CHAR	ACTER	REC	ORD	SHEI	ETS
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	- 1001	INDS/CURRENT HP	CLID	DUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	5	SPEEC)
ŞTŖ	SCORE	MODIFIER	SCORE		HP nit points] [INDS/CORRENT HP	308	DUAL DAWAGE	REDUCTION	d4			-
strength DEX	\vdash	H	-		AC]= 10 +	<u> </u>			1			$\overline{}$	$\overline{}$
dexterity	Щ	\vdash	ш	ar	mor class TOTAL		ARMOR SHIELD	DEX SIZ	ZE NATURAL MISC	J	MISS	ARCANE	ARMOR	SPELL
CON			ш	Ш и	NITIATIVE	_	BONUS BONUS	MODIFIER MODI	IFIER ARMOR MODIFIER	₹	CHANCE	SPELL FAILURE	CHECK PENALTY	RESISTANCE
INT intelligence					modifier		DEX MISC	CLASS		SKIL	LS	MA	X RANKS	/
WIS						TOTAL	MOD MOD	Ś	. NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA		H	Н	_	BASE ATT	ACK		8			moon in	MIODII IEK		MODIFIER
charisma				_				⊠ Alchi ⊠ Anim	emy al Empathy ■	INT		=: =	+ +	.+ +
SAVING T	HROWS	TOT	AL BASE	E ABILITY M E MODIFIER MO	IAGIC MISC. 1 DIFIER MODIFIER MO	EMP. DDIFIER cond	itional modifiers	APPRA		INT			+	_+
REFL (dexter	EX		7=[+ +	+ +			1	HYPNOSIS	WIS		=:		
FORTI	.,		1=	7	=.=.			⊠ Balan⊠ Bluff		DEX ³		=· = ·		
(constitu	tion)		┚┖			_		⊠ CLIME		STR*				
WILLPO		3	=	+ +	+ +			1	ENTRATION ■	CON		=		
	,							→ ⊠ CRAFT	T■ (PHER SCRIPT	INT		=	+ +	.+
		TOT/	BASE ATTAC	CK STR S	SIZE MISC 1	EMP.	itional modifiers	DIPLO		CHA			+ +	. +
MEL	EE	TOTA	AL BONU	JS MODIFIER MO	DIFIER MODIFIER MO	DDIFIER		☐ DISAB	BLE DEVICE	INT		=		_+
attack b	onus		J⁼L			_		⊠ Disgu		CHA		=		
RAN(attack b			=	+ +	+ +			⊠ ESCAP	PE ARTIST ■	DEX ³		=: = ·	+ +	.+
		тоти	AL BASE	E DEX S	SIZE MISC DIFIER MODIFIER			I — _	er Information =			- -		.'
			BONU	JS				_	DLE ANIMAL	СНА		=	+	_+
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL			WIS DEX ⁵		=		
								N INNUI		WIS		=: = ·		.+ +
RANGE \	WEIGHT	SIZE		TYPE	SPECI	AL PROPER	TIES			СНА		=		+
KANGE	WEIGITI	SIZE		1172	SPECI	AL PROPER	IILS		t Direction	WIS		=:		
								J ⊠ JUMP	■ /LEDGE (ARCANA)	STR*		=: = ·	+ +	.+
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		LEDGE (ARCHITECTU				т	
									INEERING)	INT		=	+	_+
DANCE	V/EICHT	CIZE		TVDE	SDEC	AL DRODER	TIES	_	LEDGE (GEOGRAPHY	,			+	_+
RANGE	WEIGHT	SIZE		TYPE	SPECI	AL PROPER	IIE2	1	/LEDGE (HISTORY) /LEDGE (LOCAL)	INT			+	.+
									LEDGE (NATURE)				'	+
W	/EAPO	N		TOTAL ATTACK	BONUS D	AMAGE	CRITICAL		LEDGE (PSIONICS)	INT		=	+	_+
					-Sonos D		CHITTCHE		/LEDGE (THE PLANES) /LEDGE (RELIGION)			=:		
RANGE V	WEIGHT	CITE-		TVDE	CDEC	AL DOGGGG	TIEC		, ,	INT WIS		=: =:		
RANGE	WEIGHT	SIZE		TYPE	SPECIA	AL PROPER	IIE2	_	SILENTLY	DEX		=		
										DEX		=		
								⊠ PERFC	ORM ■ (AFT) CHA INT		=: =		
ARMOR/	PROTEC	TIVE IT	ЕМ	TYPE	ARMOR BO	NUS	CHECK PENALTY	_			*			
								⊠ Profe	ESSION (
MAX DEX S	PFII FAI	LURE S	SPEED	WEIGHT	SPECI	AL PROPER	TIFS	☑ READ		INT		=		
								□ Ride i □ Remo	■ ote View ■	DEX INT		=: =		.+ +
								SEARC		INT		=		_+
SHIELD/PI	ROTECT	IVE ITE	M ARM	OR BONUS	WEIGHT SPELL	FAILURE	CHECK PENALTY	_	E MOTIVE ■	WIS		=		
								SPELL □ SPOT		INT WIS		=·		
				SPECIAL PROPE	RTIES			_	■ LIZE SELF	CON		=: =		
								⊠ Swim		STR*		=		
								」 ⊠ Т∪мв			·			
				AMMUNITIO	ON			— □ Her D	Magic Device Sionic Device	CHA		=·		
								□ □ USE R		DEX		=: =:		. +
									erness Lore ■	WIS				+

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		POW	ER SAV	E 1d20+	KEY ABILITY MODIF)WER	POIN	TS
experience points		ERFF M	ANIFF	STATION	S	7			
G	EAR			JIAITON	0-LEVEL				
ITEM	ITEM	Psio	nic Com	bat: 1d20	+ DC Modifi	or + Koy A	bility N	10difia	. .
		F 510	inc com	Dat. 1420	+ DC WIOGIII	er + Key F	willy i	nounie	Z1
					EGO WHII		MIND N BLAST	MIND THRUST	PSYCHIC CRUSH
		EMPTY MIN	D		+1	-2	+3	-3	-5
		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
		NONPSIONI	IC BUFFER		-8	_9	+4	-8	-8
		·		OF POWER POI		+7	+8	+8	+8
		1210012		01 10 WERT 01	10	., .,	10		10
		ATTACI	K MOD	ES		POWER	S		
LIGHT LOAD MEDIL	J LJ JM LOAD HEAVY LOAD								
	TIENT LOND								
LIFT OVER LIF	T OFF PUSH OR	DEFENS	SE MOI)ES					
EOUALS 2 × M	OUND DRAG IAX LOAD 5 × MAX LOAD	DEFENS	SE MIOL)E3					
MAX LOAD									
SPECIAL AB	ILITIES/FEATS				NUM	BER OF POWER	S KNOWN		
				0	1st		3rd	4th	
				5th	6th	7th	8th	9th	
					SPELLS				
		SPELL	SAVE	I .	NUMBER OF SPE				-
		JP LLL	JAVL	DC MOD 5th	1st 6th	2nd 7th			
		SPELL	SPFIIS	RONUS		CDELL	_		
		SPELL LEV	PER DAY	SPELLS		SPELI	.5		
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character name					player			DUNGEONS							
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class race					alignment		level	dei	•						
size	age		ender	height	weight	eyes	hair	skin	CHAR	CACTER	REC	ORD	SHEI	ETS	
	ABILITY	ABILITY	TEMPORARY	•		•				DAMAGE	HIT DIE		DEED		
STR.	SCORE	MODIFIER	SCORE	MODIFIER	TOTAL	wou	NDS/CURRENT HP	SI	UBDUAL DAMAGE	REDUCTION	TYPE		SPEED	,	
strength					HP nit points	ļ L				_	d4	<u> </u>			
DEX dexterity			ш	a	MC rmor class	= 10+	+ + +	+	++						
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campaign		D014//							
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		INTELLECT F	FORTRESS		-2	+1	+0	+6	+4
		MENTAL BAI	RRIER		-1	+4	-3	+1	+3
		THOUGHT S	SHIELD		-4	-1	-2	+4	+2
		TOWER OF I	IRON WILL		+3	+0	-1	+5	-3
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character illustration

campaign										
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ITEM	ITEM	Psioni	c Com	bat: 1	d20 + D0	Modifie	r + Key A	bility N	/lodifie	er
						EGO	ID	MIND	MIND	PSYCHIC
						WHIP	INSINUATION	BLAST	THRUST	CRUSH
		EMPTY MIND				+1	-2	+3	-3	-5
		INTELLECT FOR				-2	+1	+0	+6	+4
	+	MENTAL BARRI	ER			-1	+4	-3	+1	+3
		THOUGHT SHIELD -4					-1	-2	+4	+2
		TOWER OF IRO	N WILL			+3	+0	-1	+5	-3
		NONPSIONIC E	BUFFER			-8	-9	+4	-8	-8
		FLAT-FOOTED (OR OUT (OF POWE	R POINTS	+8	+7	+8	+8	+8
		ATTACK	MOD	ES			POWER	S		
		DEFENSE	MOD	DES						
SDECIAL AR	BILITIES/FEATS				-					
SPECIAL AB	ILITIES/FEATS				0	NUMB	er OF POWERS		4th	
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