

Keggy

Character Name	Player Name	Deity	Region	Alignment
Psychic Warrior 7	Half-Giant / Humanoid	Medium / 5 ft.	7' 4" / 304 lbs.	Low-light
CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
7 (6)	35000 / 51000	0	Male	20
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED	
STR Strength	16	+3	16	+3			51				Walk 20 ft.	
DEX Dexterity	12	+1	12	+1			AC armor class	26	25	11	10	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	
INT Intelligence	10	+0	10	+0			INITIATIVE modifier	+3	+1	+2	50	
WIS Wisdom	18	+4	18	+4			TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	
CHA Charisma	10	+0	10	+0			Encumbrance			ARMOR CHECK PENALTY	ARMOR	
							Medium (rules applied)					
							TOTAL SKILLPOINTS: 28					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	+5	+2	+1	+0	+0	
REFLEX (dexterity)	+4	+2	+1	+1	+0	+0	
WILL (wisdom)	+7	+2	+4	+1	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	+5	+3	+0	+0	+0	
RANGED attack bonus	+6	+5	+1	+0	+0	+0	
CMB attack bonus	+9	+5	+3	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+9	+9	+9	+9	+9	+9	
CMD	20	20	20	20	20	20	

UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

*Trident +1 (Large/Called)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	L	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+9	2d6+4	2W-P-(OH)	+3	2d6+4	
1H-O	+5	2d6+2	2W-P-(OL)	+5	2d6+4	
2H	+9	2d6+5	2W-OH	-1	2d6+2	
TH	10 ft. +5	20 ft. +3	30 ft. +1	40 ft. -1	50 ft. -3	
Dam	2d6+4	2d6+4	2d6+4	2d6+4	2d6+4	

Special Properties: 30hp/inch and 10 hardness; Weapon may be charged with 2 Psionic Power Points for +2d6 damage, Extra damage when set against a charging character (pg. 144), A called weapon can be teleported from up to 100 feet away to the wielder's hand as a swift action.

*Shield, Heavy Steel +1 (Large/Bashing/Shield Spikes)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+7		3d6+4				

Special Properties: 30hp/inch and 10 hardness; Weapon may be charged with 2 Psionic Power Points for +2d6 damage, damage dice increases to 1d8, Spiked

*: 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
*Full Plate +2	Heavy	+11	+1	-5	35
*Shield, Heavy Steel +1 (Large/Bashing/Shield Spikes)	Heavy	+3		-2	15
30hp/inch and 10 hardness; Weapon may be charged with 2 Psionic Power Points for +2d6 damage, damage dice increases to 1d8, Spiked					
*Amulet of Natural Armor +1		+1		+0	0

Psionics			
Base PP:	16	Bonus PP:	23
Total PP:	39	Current PP:	

TOTAL SKILLPOINTS: 28		SKILLS				MAX RANKS: 7/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	4	=	1 + 5	+ -2	
✓ Acrobatics (Jump)	DEX	0	=	1 + 5	+ -6	
✓ Appraise	INT	0	=	0		
✓ Autohypnosis	WIS	14	=	4 + 7	+ 3	
✓ Bluff	CHA	0	=	0		
✓ Climb	STR	0	=	3 + 1	+ -4	
✓ Craft (Untrained)	INT	0	=	0		
✓ Diplomacy	CHA	0	=	0		
✓ Disguise	CHA	0	=	0		
✓ Escape Artist	DEX	-6	=	1	+ -7	
✓ Fly	DEX	-6	=	1	+ -7	
✓ Heal	WIS	4	=	4		
✓ Intimidate	CHA	0	=	0		
✓ Knowledge (Martial)	INT	7	=	0 + 7		
✓ Perception	WIS	18	=	4 + 7 + 7		
✓ Perform (Untrained)	CHA	0	=	0		
✓ Ride	DEX	-6	=	1	+ -7	
✓ Sense Motive	WIS	6	=	4	+ 2	
✓ Stealth	DEX	-6	=	1	+ -7	
✓ Survival	WIS	8	=	4	+ 4	
✓ Swim	STR	0	=	3 + 1	+ -4	
						= + +
						= + +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Amulet of Natural Armor +1	Equipped	1	0 / 2,000		
Trident +1 (Large/Called)	Equipped	1	8 / 9,330		
<small>30hp/finch and 10 hardness:Weapon may be charged with 2 Psionic Power Points for +2d6 damage, Extra damage when set against a charging character (pg. 144), A called weapon can be teleported from up to 100 feet away to the wielder's hand as a swift action.</small>					
Full Plate +2	Equipped	1	50 / 5,650		
Cloak (Save Bonus (Resistance) (+1))	Equipped	1	0 / 1,000		
<small>Resistance bonus to all saving throws of +1</small>					
Shield, Heavy Steel +1 (Large/Bashing/Shield Spikes)	Equipped	1	35 / 5,500		
<small>30hp/finch and 10 hardness:Weapon may be charged with 2 Psionic Power Points for +2d6 damage, damage dice increases to 1d8, Spiked</small>					
TOTAL WEIGHT CARRIED/VALUE		93 lbs.	23,480gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Total= 0 gp [Unspent Funds = 20 gp]					
MAGIC					
Languages					
Common					
Other Companions					

Special Attacks	
Interceptor ~ Maneuver	[Dreamscarred Press - Ultimate Psionics, p.57]
You can expend your psionic focus as an immediate action when an enemy you threaten attacks one of your allies to make a single melee attack or bull rush attempt against that enemy. Your attack or bull rush attempt is resolved before the enemy's attack. If you made a melee attack and it is successful, the struck enemy takes a -2 penalty on the attack and damage rolls of the attack that triggered this maneuver.	
Martial Power (Ex)	[Dreamscarred Press - Ultimate Psionics, p.55]
Manifest a path power as part of a melee attack action.	

Special Qualities	
Fire Acclimated (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
+2 racial bonus on saves vs. fire spells and effects.	
Giant Blood (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
Half-Giants count as human and giant for any effect related to race.	
Interceptor ~ Trance	[Dreamscarred Press - Ultimate Psionics, p.57]
While maintaining psionic focus, you gain a +2 competence bonus on attack and damage rolls made against any opponent that threatens any of your allies.	
Interceptor Path	[Dreamscarred Press - Ultimate Psionics, p.57]
You are adept at engaging enemies, guarding your allies, and blocking interlopers.	
Martial Training Initiating	[Dreamscarred Press - Path of War]
Maneuvers Known: 5, Maneuvers Readied: 3, Stances Known: 2, Initiator Level: 7, Maximum Maneuver Level:3 / recover: 1 as full-rd	
Naturally Psionic	[Dreamscarred Press - Ultimate Psionics, p.10]
Gain the Wild Talent feat, or Psionic Talent if levels in a psionic class taken.	
Path Skill	[Dreamscarred Press - Ultimate Psionics, p.55]
Gain bonuses on associated skills.	
Powerful Build (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
Can be treated as one size larger if advantageous for size modifier for opposed checks, special attacks affected by size, and using weapons. This stacks with other size-changing effects.	
Psionic	[Dreamscarred Press - Ultimate Psionics, p.26]
Total Power Points 39; Base Power Points 16; Bonus Power Points 23	
Psionic Aptitude	[Dreamscarred Press - Ultimate Psionics, p.10]
Can gain 1 power point instead of 1 hit point or 1 skill rank when taking a level in a favored class.	
Psionic Proficiency (Ex)	[Dreamscarred Press - Ultimate Psionics, p.54]
You treat your BAB as equal to your level for psionic feat requirements.	
Psychic Warrior Manifesting	[Dreamscarred Press - Ultimate Psionics, p.53]
Psychic Warrior Powers Known: 7; Psychic Warrior Maximum Power Level Known: 3	
Survivor (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
+4 to Survival checks.	

Warrior's Path (Ex)	[Dreamscarred Press - Ultimate Psionics, p.54]
Choose a warrior path to adhere to.	

Feats	
Expanded Knowledge (Sharpened Edge)	[Dreamscarred Press - Ultimate Psionics, p.99]
Learn an additional power	
Martial Training I	[Dreamscarred Press - Path of War, p.23]
Select a martial discipline. The associated skill for this discipline is now a class skill. Your martial initiator level maneuvers granted by this feat (and subsequent Martial Training feats) is equal to half your character level + your attribute modifier that modifies your chosen discipline for use with this discipline (example, Dexterity for a discipline that uses Acrobatics), not to exceed your character level. Likewise, your initiation modifier is the attribute modifier that effects the associated skill of this chosen discipline (for example, Charisma if the discipline uses Diplomacy). You may select any two maneuvers from the 1st level maneuvers from this discipline, and you may ready one of your maneuvers for use. You may recover one maneuver by expending a full round action to recover it. Special: If you ever gain levels in a martial adept class or possess them previously, these maneuvers continue to use their own initiator level and recovery method, independent of your martial adept level. Those wishing to add new maneuvers from a discipline that is already available to their class should instead select the Advanced Study feat instead	
Martial Training II	[Dreamscarred Press - Path of War, p.23]
You may select two new maneuvers and one stance from your chosen discipline of up to 2nd level, and you may ready an additional maneuver. You must meet the minimum initiator level to select any maneuver.	
Martial Training III	[Dreamscarred Press - Path of War, p.23]
You may select an additional new maneuver from your chosen discipline of up to 3rd level, plus one new stance, and you may ready an additional maneuver. You may also trade out any one maneuver from your chosen discipline you know and replace it with a different maneuver from that discipline of up to 2nd level. You must meet the minimum initiator level to select any maneuver.	
Psicrystal Affinity	[Dreamscarred Press - Ultimate Psionics, p.109]
Obtain a psicrystal	
Psicrystal Containment	[Dreamscarred Press - Ultimate Psionics, p.111]
Your psicrystal can hold a psionic focus	
Psionic Meditation	[Dreamscarred Press - Ultimate Psionics, p.112]
Become psionically focused as a move action	
Armor Proficiency, Heavy	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Light	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing light armor.	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Martial Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.130]
You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
Psionic Talent	[Dreamscarred Press - Ultimate Psionics, p.113]
Gain additional power points	
You gain 2 power points.	
Shield Proficiency	[Paizo Inc. - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
You make attack rolls with simple weapons without penalty.	
Alertness (Granted)	[Paizo Inc. - Core Rulebook, p.117]
You often notice things that others might miss.	

You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Short spear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Innate Racial Spells

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/>	Stomp	Psychokinesis	1 standard action	Instantaneous	20 ft. UP:p.247
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[Au, Vi] **TARGET:** Cone-shaped spread; **EFFECT:** Subjects fall prone and take 1d4 nonlethal damage. [SR:No; DC:11, Reflex negates]

* =Domain/Speciality Spell

Psychic Warrior Powers

LEVEL	0	1	2	3	4	5	6
KNOWN	2	5	3	1	—	—	—
PER DAY	at will	—	—	—	—	—	—
Concentration	+11						

LEVEL 1 / Per Day:0 / Caster Level:7

Power Points	Name	School	Time	Duration	Range	Source
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1	Burst	Psychoportation	1 swift action	1 round	Personal	UP:p.169
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[Au] **TARGET:** You; **EFFECT:** Gain +10 ft. to speed this round. [SR:No]

1	Expansion	Psychometabolism	1 standard action	7 minutes [D]	Personal	UP:p.201
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[O] **TARGET:** You; **EFFECT:** Become one size category larger. [SR:No]

* =Domain/Speciality Spell

Innate

Stomp (DC:11)

Keggy

Half-Giant

RACE

0

AGE

Male

GENDER

Low-light

VISION

None

ALIGNMENT

Right

DOMINANT HAND

7' 4"

HEIGHT

304 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

