

Keggy

Character Name	Player Name	Cayden Cailean	None	Neutral Good
Psychic Warrior 4, Vitalist 3	Half-Giant / Humanoid	Deity	Region	Alignment
CLASS	RACE	Medium / 5 ft.	8' 0" / 450 lbs.	Low-light
7 (6)	34	Male	Blue	Light Brown
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES
35000 / 51000				



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			46				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	8	-1	8	-1			Encumbrance	Medium	(rules applied)	ARMOR CHECK PENALTY	SPELL RESIST
										ACID RESIST	COLD RESIST
										ELECT. RESIST	FIRE RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	+7	+2	+1	+0	+0	
REFLEX (dexterity)	+5	+2	+1	+1	+1	+0	
WILL (wisdom)	+9	+4	+4	+1	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	+4	+3	+0	+0	0	
RANGED attack bonus	+5	+4	+1	+0	+0	0	
CMB attack bonus	+8	+4	+3	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+8	+8	+8	+8	+8	+8	
CMD	19	19	19	19	19	19	
UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH			
	+7	1d3+3	20/x2	5 ft.			

TOTAL SKILLPOINTS: 22	SKILLS				MAX RANKS: 7/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	= 1 + 4	+ -2	
✓ Acrobatics (Jump)	DEX	-1	= 1 + 4	+ -6	
✓ Appraise	INT	0	= 0		
✓ Autohypnosis	WIS	14	= 4 + 7	+ 3	
✓ Bluff	CHA	-1	= -1		
✓ Climb	STR	0	= 3 + 1	+ -4	
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	-1	= -1		
✓ Disguise	CHA	-1	= -1		
✓ Escape Artist	DEX	-6	= 1	+ -7	
✓ Fly	DEX	-6	= 1	+ -7	
✓ Heal	WIS	4	= 4		
✓ Intimidate	CHA	-1	= -1		
✓ Knowledge (Martial)	INT	7	= 0 + 7		
✓ Perception	WIS	8	= 4 + 1	+ 3	
✓ Perform (Untrained)	CHA	-1	= -1		
✓ Ride	DEX	-6	= 1	+ -7	
✓ Sense Motive	WIS	5	= 4	+ 1	
✓ Stealth	DEX	-6	= 1	+ -7	
✓ Survival	WIS	8	= 4	+ 4	
✓ Swim	STR	0	= 3 + 1	+ -4	

*Forky				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	P	L	20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+8	2d6+4	2W-P-(OH)	+2		2d6+4		
1H-O	+4	2d6+2	2W-P-(OL)	+4		2d6+4		
2H	+8	2d6+5	2W-OH	-2		2d6+2		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+4	+2	+0	-2		-4		
Dam	2d6+4	2d6+4	2d6+4	2d6+4		2d6+4		

Special Properties: (Trident +1 (Large/Called)), 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				HAND	TYPE	SIZE	CRITICAL	REACH
+1 (Large/Bashing/Shield Spikes)				Equipped	P	L	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+6				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

Dagger (Large/Cold Iron)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	L	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+7	1d6+3	2W-P-(OH)	+1		1d6+3		
1H-O	+3	1d6+1	2W-P-(OL)	+3		1d6+3		
2H	+7	1d6+3	2W-OH	-1		1d6+1		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+3	+1	-1	-3		-5		
Dam	1d6+3	1d6+3	1d6+3	1d6+3		1d6+3		

Special Properties: 30 hp/inch, hardness 10

*: 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:	17	BonusPP:	20	Total PP:	37	Current PP:	

Use Magic Device	CHA	0	=	-1	+	1
			=	+	+	
			=	+	+	

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

Transfer Wounds	
Uses per day	□□□□□□
Transfer Wounds (Su): Touch to transfer 1d6 hit points of damage to yourself, 7/day [Dreamscarred Press - Ultimate Psionics, p.71]	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
Forky	Equipped	1	8 / 9,330
<small>(Trident +1 (Large/Called)), 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.</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/inch and 10 hardness;Weapon may be charged with 2 Psionic Power Points for +2d6 damage, damage dice increases to 1d8. Spiked</small>			
Dagger (Large/Cold Iron)	Carried	1	2 / 6
<small>30 hp/inch, hardness 10</small>			
TOTAL WEIGHT CARRIED/VALUE		95 lbs.	23,486gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Total=	0 gp [Unspent Funds = 14 gp]

MAGIC	
Languages	
Common	

Other Companions	

Traits	
Deft Dodger	[Paizo Inc. - Advanced Player's Guide, p.328]

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

World Traveler (Sense Motive)	[Paizo Inc. - Advanced Player's Guide, p.332]
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Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. You gain a +1 trait bonus on Sense Motive, and it is always a class skill for you.

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 -1 penalty on the attack and damage rolls of the attack that triggered this maneuver.

Steal Health (Su)	[Dreamscarred Press - Ultimate Psionics, p71]
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Deal 7 hit points of damage and heal same amount as touch attack.

Special Qualities	
Collective (Su)	[Dreamscarred Press - Ultimate Psionics, p.70]

Connect 4 willing minds into collective, manifest certain powers on members range: 130 ft.

Collective Healing (Su)	[Dreamscarred Press - Ultimate Psionics, p.71]
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You can redirect hit point or ability score healing within the collective.

Fire Acclimated (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
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+2 racial bonus on saves vs. fire spells and effects.

Giant Blood (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
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Half-Giants count as human and giant for any effect related to race.

Health Sense	[Dreamscarred Press - Ultimate Psionics, p.71]
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You can know collective member's hit point damage, and can use Heal check to determine if member is poisoned or diseased

Interceptor ~ Trance	[Dreamscarred Press - Ultimate Psionics, p.57]
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While maintaining psionic focus, you gain a +1 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]
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You are adept at engaging enemies, guarding your allies, and blocking interlopers.

Martial Training Initiating	[Dreamscarred Press - Path of War]
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Maneuvers Known: 5, Maneuvers Readied: 3, Stances Known: 2, Initiator Level: 7, Maximum Maneuver Level:3 / recover: 1 as full-rd

Medic Powers	[Dreamscarred Press - Ultimate Psionics, p.71]
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Several powers gain the Network descriptor for you.

Mender's Touch	[Dreamscarred Press - Ultimate Psionics, p.74]
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With transfer wounds, heal 3 extra hit points not passed on as damage to you.

Naturally Psionic	[Dreamscarred Press - Ultimate Psionics, p.10]
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Gain the Wild Talent feat, or Psionic Talent if levels in a psionic class taken.

Path Skill	[Dreamscarred Press - Ultimate Psionics, p.55]
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Gain bonuses on associated skills.

Powerful Build (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
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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]
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Total Power Points 37; Base Power Points 17; Bonus Power Points 20

Psionic Aptitude	[Dreamscarred Press - Ultimate Psionics, p.10]
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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]
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You treat your BAB as equal to your level for psionic feat requirements.

Psychic Warrior Manifesting	[Dreamscarred Press - Ultimate Psionics, p.53]
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Psychic Warrior Powers Known: 4; Psychic Warrior Maximum Power Level Known: 2

Spirit of Many (Su)	[Dreamscarred Press - Ultimate Psionics, p.71]
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Network powers can be cast at range and more easily on collective members.

Survivor (Ex)	[Dreamscarred Press - Ultimate Psionics, p.17]
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+4 to Survival checks.

Telepathy (Su)	[Dreamscarred Press - Ultimate Psionics, p.72]
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Members of the collective can communicate telepathically, and may manifest others' powers as if touching.

Transfer Wounds (Su)	[Dreamscarred Press - Ultimate Psionics, p.71]
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Touch to transfer 1d6 hit points of damage to yourself, 7/day

Vitalist Manifesting	[Dreamscarred Press - Ultimate Psionics, p.69]
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Vitalist Powers Known: 3; Vitalist Maximum Power Level Known: 2

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

Feats	
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]
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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]
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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]
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Obtain a psicrystal

Psicrystal Containment	[Dreamscarred Press - Ultimate Psionics, p.111]
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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.	

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, Shortspine, 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:10, Reflex negates]

* =Domain/Speciality Spell

Psychic Warrior Powers

LEVEL	0	1	2	3	4	5	6
KNOWN	2	5	1	—	—	—	—
PER DAY	at will	—	—	—	—	—	—
Concentration	+8	—	—	—	—	—	—

LEVEL 0 / Per Day:0 / Caster Level:4

Power Points	Name	School	Time	Duration	Range	Source
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0/1	Detect Psionics	Clairsentience	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	UP:p.182
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[Au, Vi] TARGET: Cone-shaped emanation centered on you; **EFFECT:** You detect the presence of psionics. [SR:No]

0/1	My Light	Psychokinesis [Light]	1 standard action	40 minutes [D]	Personal	UP:p.226
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[Au, Vi] TARGET: 40-ft. cone of light emanating from you; **EFFECT:** Your eyes emit 20-ft. cone of light. [SR:No]

LEVEL 1 / Per Day:0 / Caster Level:4

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	Compression	Psychometabolism	1 standard action	4 minutes [D]	Personal	UP:p.173
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[OI] TARGET: You; **EFFECT:** You grow smaller. [SR:No]

1	Expansion	Psychometabolism	1 standard action	4 minutes [D]	Personal	UP:p.201
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[OI] TARGET: You; **EFFECT:** Become one size category larger. [SR:No]

1	Inevitable Strike	Clairsentience	1 swift action	See text	Personal	UP:p.213
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[Vi] TARGET: You; **EFFECT:** Gain an insight bonus on your next attack. [SR:No]

1	Skate	Psychoportation	1 standard action	4 minutes [D]	Personal or touch; see	UP:p.245
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[Ma, Vi] TARGET: You or one willing creature or one unattended object [total weight up to 400 lbs.]; see text; **EFFECT:** Subject slides skillfully along the ground. [SR:Yes (harmless, object)]

LEVEL 2 / Per Day:0 / Caster Level:4

Power Points	Name	School	Time	Duration	Range	Source
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3	Hustle	Psychometabolism	1 swift action	Instantaneous	Personal	UP:p.211
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[Au] TARGET: You; **EFFECT:** Instantly gain a move action. [SR:No]

* =Domain/Speciality Spell

Vitalist Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	3	1	3	—	—	—	—	—	—	—
PER DAY	at will	—	—	—	—	—	—	—	—	—
Concentration	+7	—	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halt Death	Psychometabolism	1 standard action	Instantaneous	30 ft.	UP:p.210
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[Ma] TARGET: One living creature; **EFFECT:** Automatically stabilize a dying creature. [SR:Yes (harmless); DC:14, Will negates (harmless)]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Missive	Telepathy [Mind-Affecting, Language-Depend]	1 standard action	Instantaneous	Close (30 ft.)	UP:p.225
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[Me] TARGET: One creature; **EFFECT:** Send a one-way telepathic message to subject. [SR:Yes]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sicken Body	Psychometabolism	1 standard action	1 round	30 ft.	UP:p.245
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[OI, Vi] TARGET: One living creature; **EFFECT:** Cause a creature to be sickened for a brief time. [SR:Yes; DC:14, Will negates]

LEVEL 1 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural Healing	Psychometabolism (Healing)	1 standard action	Instantaneous	Personal	UP:p.226
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[Au, Vi] TARGET: You; **EFFECT:** Heal 3 hit points of damage. [SR:No]

LEVEL 2 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animal Affinity	Psychometabolism	1 standard action	3 minutes	Personal	UP:p.160
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[Ma] TARGET: You; **EFFECT:** Gain +4 enhancement to one ability. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Body Purification	Psychometabolism (Healing)	1 round	Instantaneous	Personal	UP:p.168
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[Au, Ma] TARGET: You; **EFFECT:** Restore 2 points of ability damage. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Share Pain	Psychometabolism	1 standard action	3 hours [D]	Touch; see text	UP:p.243
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[Ma, Me] TARGET: You and one willing creature, or two willing creatures; see text; **EFFECT:** Willing subject takes some of your damage. [SR:No]

* =Domain/Speciality Spell

Innate

Stomp (DC:10)

Keggy

Half-Giant

RACE

34

AGE

Male

GENDER

Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

8' 0"

HEIGHT

450 lbs.

WEIGHT

Blue

EYE COLOUR

Tan

SKIN COLOUR

Light Brown,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Cayden Cailean

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Keggy (which is not the name his parents gave him) sees himself as a hero and a legend. Nobody else sees him that way but Keggy and reality don't always see eye to eye. Reality doesn't always win that fight, Keggy is psionically gifted and has learned to harness this power for fun and profit.

His tribe serve as caravan guards on the route between Casmaron and Avistan, once his powers were recognized his parents quickly harnessed them to make him an effective warrior leaving his schooling in other areas to suffer. As he grew older he learned to speak telepathically with the other caravan guards, and numerous opportunities taught him how to harness his power to heal wounds. But his true talents lie in getting up close and personal with raiders and brigands.

He's very talkative in battle, often comrades will hear him firmly say "Nope!" when manifesting a power to alter something around him. He favors spears and polearms, but he's happy enough to use any weapon. His signature weapon is Forky, his crystal trident, which he charges with energy before throwing, and returns to his hand when called. He's also most comfortable in full plate armor and carries a large shield.

