

Character Name

High Elf

Race

Psion N1

Class & Level

Height & Weight

Age & Sex

9 STR **-1**

13 CON **+1**

15 DEX **+2**

Initiative

+2

Level + Dex

15 INT **+2**

9 WIS **-1**

13 CHA **+1**



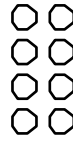
Hit Points

11	Current
Maximum	Current

Recoveries

4

1d6+1



Death Saves



PD

12

10 + Level + Str/Con/Dex

AC

11

10 + Level + Con/Dex/Wis

MD

13

12 + Level + Int/Wis/Cha

Power Points (PP)

2

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Icon Relationships

Elf Queen (positive 1)

One Unique Thing

Backgrounds

Dancer at the Star Court +3

Born with a Curious Gift +3

Talents, Features & Attacks

Highblood Teleport (Racial Power)

Once per battle as a move action, place yourself in a nearby location you can see.

Psionic Meditation (Class Feature)

During a quick rest, you regain one psychic power point.

Nomad (Talent)

Reduce the base cost of manifesting psychoportation powers by one PP. When you make Dexterity-based skill check, you can expend 1 PP to add 1d6 to the roll.

Rapier (Melee attack)

Attack: 1d20+2 vs. AC
Hit: 1d6-1 damage
Miss: —

Longbow (Ranged attack)

Attack: 1d20+2 vs. AC
Hit: 1d8+2 damage
Miss: —



Equipment



Psionic Powers

Psionic Armor (Power, 1 PP)

Psychoportation; Close-quarters power; At-will; Quick action
Effect: Until the end of the battle, you gain a +2 bonus to AC and PD.
Augmentation: (1 PP) Target a nearby ally instead.

Speed Burst (Power, 1 PP)

Psychoportation; Close-quarters power; Quick action; At-will
Effect: Pop free from all enemies.
Augmentation: (1 PP) Target a nearby ally instead.

Minor Telekinesis (Power, 0 PP)

Psychoportation; Ranged power; Quick Action; At-will
Effect: You move an object while you concentrate on it, with about as much strength as your own hand. If you attempt to perform fine manipulation, such as moving the bolts in a lock, make a Dexterity skill check to see how precise you are. This power is not strong enough to yank away objects that are nailed down or held by other people.
Augmentation: (1 PP) You can move objects of roughly your own size or weight, albeit slowly.

Body Modification (Power, 1 PP)

Psychometabolism; Close-quarters power; Quick Action; At-will
Target: You
Effect: You permanently change one minor detail about your body, such as your hair length, the hue of your skin, or the color of your eyes. You can create slightly unnatural effects, such as blue hair or tattoos. The effect is permanent.
Augmentation: (1 PP) You can affect a willing

Feats

Gear, Equipment & Money

Magic Items

Adventurer: Minor Telekinesis

Minor Psionic Powers

Other Psionic Powers