Victoria Fabricius

Bart

Character Sheet (Art) - v. 2.0.14

CHARACTER BIO

Victoria Fabricius is a **20** year old, **Medium** sized, **Female Human**, with **Green** eyes and **Black** hair. She stands **5' 3"** tall and weighs **124 pounds.** Her world view is **Neutral** in nature, and is currently a worshipper of **Zuoken**

CHARACTER LEVEL	CLASSES and LEVELS
7	Psion 7

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
21,000	28,000	7,000	

HP TRACK | NON LETHAL | AC TRACK

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR	11	+0		
DEX	16	+3		
CON	16	+3		
INT	19	+4		
WIS	12	+1		
CHA	14	+2		

	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION
HP POINTS	47	7d4	

SPEED (MOVE): 30 — MOVEMENT TYPES and RATES

AC (ARMOR)	TOTAL	NORMAL	FLAT FOOTED	TOUCH AC	= BASE 10	+ ARMOR BONUS	+ SHIELD BONUS	+ DEX BONUS	+ SIZE BONUS	+ NATURAL ARMOR	+ MISC BONUS	MISS CHANCE	% SPELL FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST
	17	17	14	13	10	4	0	3	0	0	0		0	0	+10	

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC MODIFIER	+ TEMPORARY MODIFIER	+ CONDITIONAL MODIFIERS
FORTITUDE (CON)	+5	2	3	0	0		
REFLEX (DEX)	+5	2	3	0	0		
WILL (WIS)	+9	5	1	0	3		

BASE ATTACK +3

INITIATIVE MODIFIER: +3 = 3 (DEX MOD) + 0 (MISC)

	TOTAL	= BASE ATTACK	+ ABILITY MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER	+ TEMP MODIFIER
GRAPPLE (ATTACK BONUS)	+3	3	0	0	0	
MELEE (ATTACK BONUS)	+3	3	0	0	0	
RANGED (ATTACK BONUS)	+6	3	3	0	0	

WEAPONS (SIZE/DMG TYPE)

	ATTACK BONUS	DAMAGE	CRITICAL	LBS
Drow Long Knife (M/P)	3	1d6	19-20/x2	2
Dagger (M/P)	3	1d4	19-20/x2	1

— Main hand (Primary) ◆ — Off hand (Secondary) 2 — Two-handed

ARMOR (SIZE/WGT TYPE)

	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Inertial Armor (M/L)	+4	+10	0	0%	30 ft	0

PSI PP

BASE	BONUS	TOTAL	USED
66	16	82	

SKILLS

MAX RANKS 10/5

NAME (KEY ABILITY)	TOT	=	RNK	+ ABL	+ MSC
◆Appraise *(Int)*	4	=		+ 4	
Autohypnosis *(Wis)*	13	=	10	+ 1	+ 2
◆Balance *(Dex)**	3	=		+ 3	
◆Bluff *(Cha)*	2	=		+ 2	
◆Climb *(Str)**	0	=		+ 0	
◆Concentration *(Con)*	13	=	10	+ 3	
◆Control Shape *(Wis)*	1	=		+ 1	
◆Diplomacy *(Cha)*	2	=		+ 2	
◆Disguise *(Cha)*	2	=		+ 2	
◆Escape Artist *(Dex)**	3	=		+ 3	
◆Forgery *(Int)*	4	=		+ 4	
◆Gather Information *(Cha)*	2	=		+ 2	
◆Heal *(Wis)*	1	=		+ 1	
◆Hide *(Dex)**	3	=		+ 3	
◆Intimidate *(Cha)*	2	=		+ 2	
◆Jump *(Str)**	0	=		+ 0	
Knowledge–Anatomy *(Int)*	13	=	9	+ 4	
Knowledge–Illithid Lore *(Int)*	13	=	9	+ 4	
Knowledge–Mental Therapy *(Int)*	12	=	8	+ 4	
Knowledge–Psionics *(Int)*	16	=	10	+ 4	+ 2
◆Listen *(Wis)*	1	=		+ 1	
◆Literacy *()*	0	=		+ 0	
◆Move Silently *(Dex)**	3	=		+ 3	
◆Perform–Act *(Cha)*	2	=		+ 2	
◆Perform–Comedy *(Cha)*	2	=		+ 2	
◆Perform–Dance *(Cha)*	2	=		+ 2	
◆Perform–Keyboard Instruments *(Cha)*	2	=		+ 2	
◆Perform–Oratory *(Cha)*	2	=		+ 2	
◆Perform–Percussion *(Cha)*	2	=		+ 2	
◆Perform–Sing *(Cha)*	2	=		+ 2	
◆Perform–String Instruments *(Cha)*	2	=		+ 2	
◆Perform–Weapon Drill *(Cha)*	2	=		+ 2	
◆Perform–Wind Instruments *(Cha)*	2	=		+ 2	
Psicraft *(Int)*	16	=	10	+ 4	+ 2
◆Remote View *(Int)*	4	=		+ 4	
◆Ride *(Dex)*	3	=		+ 3	
◆Search *(Int)*	4	=		+ 4	
◆Sense Motive *(Wis)*	1	=		+ 1	
◆Spot *(Wis)*	1	=		+ 1	
◆Survival *(Wis)*	1	=		+ 1	
◆Swim *(Str)**	0	=		+ 0	

◆Trade *(Cha)*	**2 =**	+ 2
Use Psionic Device *(Cha)*	**4 =** 2	+ 2
◆Use Rope *(Dex)*	**3 =**	+ 3

◆ Can be used untrained* Armor Check penalty** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
◆Inertial Armor	0 g	1	(—)
Backpack	2 g	1	2
Blanket, winter	5 s	1	3
Case, map or scroll (2)	2 g	1	1
Coin: cp (9)	9 c	1	(0.2)
Coin: gp (44)	44 g	1	(0.9)
Explorer`s outfit	10 g	1	8
Flint and steel	1 g	1	—
Lantern, hooded	7 g	1	2
Mess Kit	6 s	1	1
Oil (pint) (6)	6 s	1	6
Parchment (sheet) (10)	20 s	1	—
Pouch, belt (2)	2 g	1	1
Waterskin (full)	1 g	1	4
Dagger	2 g	1	1
Drow Long Knife	15 g	1	2

CARRIED WEIGHT	1-38	39-76	77-115	115	230	575
31 lbs	**LIGHT**	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ✧ Gem|Art Goods Potion Ring Rod
Scroll ❖ Shield Staff Wand Weapon ✶ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	—	—	—	—	—	—

Psicrystal Affinity — *You have created a Psicrystal. (ExPsiHb49)*

Psionic Talent 1st — *You gain additional power points to supplement those you already had. (ExPsiHb50)*

Psionic Talent 2nd — *You gain additional power points to supplement those you already had. (ExPsiHb50)*

Psionic Talent 3rd — *You gain additional power points to supplement those you already had. (ExPsiHb50)*

Psionic Talent 4th — *You gain additional power points to supplement those you already had. (ExPsiHb50)*

Psionic Talent 5th — *You gain additional power points to supplement those you already had. (ExPsiHb50)*

CLASS FEATURES

PSION

Bonus Feat (2)

Proficiency: Dagger

LANGUAGES

Common, Draconic, Dwarven, Elven, Undercommon

COINS	NEW COINS GAINED IN PLAY
9 cp	
0 sp	
44 gp	
0 pp	
44 gp	*Total gp equivilent (approximate)*

MUCH THANKS TO...

Barak *of CMP for the original sheet code and design.* ***RIphay*** *for beta testing, bug reports, and the initial intelligent items section.* ***Thrombin*** *for the original Turning table, sections of the Spell Table, Touch AC code, Spell Prep corrections, Companion fix for Natural Armor and Epic bonus.* ***Lestat*** *for sections of the Spell Table.*

ANIMAL (SIZE/RACE)	STR	DEX	CON	INT	WIS	CHR	FOR	REF	WIL	INIT
Cress, psicrystal Victoria (D/Psicrystal, Resolved)	--	--	--	**3**	**10**	**10**	+0	+0	+0	-4

ALIGN	SPEEDS	AC-BASE	AC-FLAT	AC-TCH	HIT DIE	HP
N		**17**	17	14	1d10	**5**

ATTACK	ATTACK BONUS	DAMAGE	CRIT

Special Qualities: Psicrystal Granted Abilities, Low-light Vision (Ex), Immunity: Critical hits (Ex), Cannot be Raised or Resurrected, Immunity: Necromancy (Ex), Immunity: Paralysis (Ex), Immunity: Ability Drain (Ex), Immunity: Stun (Ex), Immunity: Exhaustion (Ex), Immunity: Death Effects (Ex), No Natural Healing (Ex), Immunity: Fatigue (Ex), Darkvision (Ex): 60 ft., Immunity: Ability Damage (Ex), Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Poison (Ex), Immunity: Mind-Affecting Attacks (Ex), Immunity: Disease (Ex), Immunity: Death from Massive Damage (Ex), Immunity: Energy Drain (Ex), Immunity: Sleep Effects (Ex)

Features: Telepathic Link (Su), Sighted (Ex), Share Powers (Su), Self-Propulsion (Su), Personality (Ex), Improved Evasion, Alertness, Deliver Touch Powers (Su), Telepathic Speech (Ex)

Feats: Alertness

Skills: Climb +10, Move Silently +6

PSION POWERS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	0	5	4	4	2	—	—	—	—	—
PP Cost:	0/1	1	3	5	7	9	11	13	15	17

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Control Object	Ma	15	No	1 Action	100 ft.+10 ft./level	Concentration, up to 1 round/level	None
	School of Psychokinesis / *Telekinetically animate a small object. (ExPsiHb88).*							
	Far Hand	Vi	15	No	1 Action	25 ft.+5 ft./2 levels	Concentration, up to 1 minute	None
	School of Psychokinesis / *Move small objects at a limited distance. (ExPsiHb106).*							
	Inertial Armor	Vi(seetext)	15	-	1 Action	Personal	1 hour/level (D)	None
	School of Psychokinesis / *Tangible field of force provides you with +4 armor bonus. (ExPsiHb113).*							
	Matter Agitation	Au,Ma	15	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration, up to 1 minute/level	None
	School of Psychokinesis / *You heat a creature or object. (ExPsiHb114).*							
	Mind Thrust	Au	15	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates
	School of Telepathy / *Deal 1d10 damage. (ExPsiHb120).*							

2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Damp Power	Vi	16	-	1 Immediate	Personal	See Text	None
	School of Psychometabolism / *Variable numeric effects of enemy powers are minimized against you. (CP82).*							
	Earth Walk	Vi	16	-	1 Action	Personal	1 minute/level	None
	School of Psychometabolism / *You create a perfect mental bond with stone. (RoS164)*							
	Energy Missile	Au	16	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Special; See text
	School of Psychokinesis / *Deal 3d6 energy damage to up to five subject`s. (ExPsiHb102).*							
	Psychoportive Shelter	Vi	16	No	10 Minutes	10 ft.	1 hour/level (D)	None
	School of Psychoportation / *Create extradimensional shelter. (CP97).*							

3rd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Body Adjustment	Au,Ma	17	-	1 Round	Personal	Instantaneous	None
	School of Psychometabolism / *You heal 1d12 damage. (ExPsiHb80).*							
	Darkvision, Psionic	Vi	17	-	1 Action	Personal	1 hour/level	None
	School of Clairsentience / *See 60 ft. in total darkness. (ExPsiHb90).*							
	Energy Cone	Au	17	Yes	1 Action	60 ft.	Instantaneous	Special; See text
	School of Psychokinesis / *Deal 5d6 energy damage in 60-ft. cone. (ExPsiHb101).*							
	Touchsight	Vi	17	-	1 Action	Personal; See Text	1 minute/level (D)	None
	School of Psychometabolism / *Your telekinetic field tells you where everything is. (ExPsiHb138).*							

4th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Control Body	Ma	18	Yes	1 Action	100 ft.+10 ft./level	Concentration, up to 1 minute/level	Fortitude Negates
	School of Psychokinesis / *Take rudimentary control of your foe`s limbs. (ExPsiHb86).*							
	Dimension Door, Psionic	Vi	18	No and Yes (object)	1 Action	400 ft.+40 ft./level	Instantaneous	None or Will Negates
	School of Psychoportation / *Teleports you short distance. (ExPsiHb92).*							

Personal History

Naam: Victoria Fabricius

Geslacht: vrouw

Leeftijd: 19 jaar

Beroep: Psion (psychokinesesist)/ avonturier/ ontdekker/ filosoof/ onderzoeker

Geboorteplaats: Horsa (een middelgrote stadstaat in Eliat)

Geboortedatum: 9e oogstmaand 1145 (jaar van de Vurige Ochtenden)

Geboren op de 9e oogstmaand 1145 in een gezin met, toen nog, twee oudere broers en één oudere zus. Haar vader Gregorius Fabricius was schoenmaker en leerlooier. Haar moeder was, vooral, huisvrouw maar hielp daar waar nodig mee in de winkel. Het gezin kende geen armoede en leefde een gelukkig leven.

Haar ouders meenden dat Titanus, de oudste broer van Victoria, de zaak moest overnemen. Haar tweede broer, Marcus, zou bij de stadswacht moeten. De zus van Victoria, Marcella, zou vroedvrouw moeten worden en Victoria op haar beurt zou in de leer bij haar oom Claudius. Claudius praktiseerde wijsbegeerte (filosofie) en maakte onderdeel uit van het stadbestuur, de Senaat, van Gladica (grotere stadstaat dan Horsa). Maar naast deze twee taken praktiseerde hij ook iets in mentale krachten. Psionics noemde Claudius het, al was dit een absoluut onbekend fenomeen voor de ouders van Victoria. Claudius was een rustige en betrouwbare man die hoog aanzien genoot in Gladica. Met zijn wijze woorden heeft hij menig aristocraat tot andere inzichten gebracht.

Op 12 jarige leeftijd vertrok Victoria naar Gladica om bij haar oom in de leer te gaan. Het leven voor Victoria veranderde. Ze zat dagen achter de boeken en haar oom vertelde over de oude wijzen, de filosofen van weleer. Hij leerde haar de kunst van het debateren en filosoferen. Ook leerde hij haar psionics door haar mentale krachten optimaal te benutten en te sturen. Victoria vond het allemaal maar

zwaar en vooral saai de eerste 3 jaren.

De dag dat haar oom vertelde dat ze naar het volgende niveau mocht was voor Victoria dan ook een welkome verrassing. Nu kreeg ze anatomie van het menselijk brein én van de gehele illithid, een mind flayer, zoals haar oom deze creaturen ook wel noemde. Volgens haar oom waren de illithid dé wezens die de psionics tot het hoogst haalbare hebben verheven en het meest hebben geperfectioneerd. Ze vond het maar vreemde wezens en ze zagen er 'eng' uit. Maar na gelang de dagen van haar leer vorderden, werd haar interesse voor deze vreemde, 'enge' wezens steeds groter.

Toen ze 17 was besloot ze, op aanmoediging van haar oom en met goedkeuring van haar ouders, om onderzoek te doen naar illithid en de mentale krachten van deze creaturen. Hiervoor moest ze nog een aantal zaken bestuderen; het undercommon, een taal die de meeste illithid spreken. Maar ze moest ook de gebruiken, symbolen en tradities van de illithid meester maken. Bijna twee jaar van onafgebroken studie volgden.

Op haar 19e wist ze alles wat er haar te leren viel door haar oom. Tijd om over Aurum te zwerven …

Quick Reference Notes

---------- Funds ----------

++++ Persoonlijke geldbuidel ++++

Start:

- 44 gp

- 03 sp

- -0- cp

Uitgaven:

- 2 sp veerboot (krijg van alle spelers nog 4 cp!) VERREKEND!!!

- 1 cp geitenmelk

- 5 cp stallen emoes (terug te vorderen 1 cp elke speler) VERREKEND!!

- 25 gp -> Groepskas

- 15 gp kar

Inkomsten:

- 2 sp veerboot (verrekend met groepskas!)

- 5 cp stallen emoes (verrekend met groepskas!)

- 5 gp van Tharilith (repayment groepskas!)

Huidig:

- 09 gp

- 02 sp

- 09 cp

++++ Geldbuidel van de groep ++++

- Start: 25 gp

Uitgaven:

- 2 sp veerboot (terugbetaald aan Victoria)

- 1 sp eten Roxy (terugbetaald aan Ann)

- 5 cp stallen emoes (terugbetaald aan Victoria)

Inkomsten:

- -0- gp

- -0- sp

- -0- cp

Huidig:

- 24 gp

- 06 sp

- 05 cp

++++++++++++++++++++++++++++ Psion quick reference ++++++++++++++++++++++++++++

---------- Display ----------

@ Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Listen check. Some powers describe unique auditory displays.

@ Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

@ Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

@ Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way (to one creature the odor may be similar to burning wood, while to her companion it smells like honeysuckle). The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

@ Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power. For instance, the Display entry for astral construct is "Visual; see text." The text indicates that a construct is formed. The construct, as a visible object, is the visible display for the astral construct power.

---------- Manifesting time (action speed) ----------

@ Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve psionics or the activation of psionic items; many characters (especially those who don't use psionics) never have an opportunity to take a swift action. Manifesting a quickened power is a swift action. In addition, manifesting any power with a casting time of 1 swift action (such as burst) is a swift action. Manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

@ Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

---------- Saving throws ----------

@ Negates: The power has no effect on a subject that makes a successful saving throw.

@ Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

@ Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

@ None: No saving throw is allowed.

@ Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. For example, evade burst is a 3rd-level power for a psychic warrior but a 7th-level power for a psion or wilder. Always use the power level applicable to your class.

@ Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly manifest psionic charm on a creature and its saving throw succeeds, it knows that someone used psionics against it, but it can't tell what you were trying to do. Likewise, if a creature's saving throw succeeds against a targeted power, such as psionic charm, you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

@ Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

@ Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

@ Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics (for example, an elf 's resistance to mind-affecting effects, which includes all telepathy powers) can suppress this quality.

++++++++++++++++++++++++++++ Spelllist supplement ++++++++++++++++++++++++++++

Far Hand = Mind Vault (Hyperconscious pg 104)

++++++++++++++++++++++++++ Psicrystals quick reference ++++++++++++++++++++++++++

@ HP: 1/2 masters hp.

@ HD (lvl): as master.

@ Personality: master +3 will save (Psicrystal personality type: resolved. Al doorberekend op sheet Victoria)

@ Save: as master.

@ alle extra abilties psicrystal (incl lvl afhankelijke) zie pg 21 ExPsiHb.