Name: Zoë Eytsowntayle
Sex: Female
Race: Human
Alignment: Neutral Good
Class: Psionicist (3 wild talents @ lvl 9)
Kit: none
Level: 9 (no max. level)
Experience: 239,304 (next level @ 400,000)

Height: 5'10"
Weight: 125 lbs.
Hair: Black
Eyes: Hazel
Age: 22 (23) - 20 Nerink, 468
Birthplace: Galencia (Crestinton)
Religion: None
Gold: 50pp, 93gp, 0sp, 0cp

Family Standing: Lower Middle Class
Former Job: Stable Girl
Species Enemy: none
Kills: 3
PSPs: 171 (+24/level)

Hard Exertion:	0
Walk/Ride:	3/hr
Sitting/Reading:	6/hr
Rejuv/Sleep:	12/hr

Next Lvl:

Disciplines:	4
Sciences:	5
Devotions:	15
Def. Modes:	5

Strength:	10	(carry 40 lbs., bench 115 lbs., open doors on 6, 2% acts heroic strength)
Dexterity:	15	(-1 AC)
Constitution:	16	(+2 HP/level, 95% system shock, 96% resurrection/survival)
Intelligence:	15	(4 languages)
Wisdom:	17	(magic defense +3)
Charisma:	9	(max. 4 henchmen)

Hit Points: 59 (D6+2 / level)
Attacks: 1/1
THAC0: 16
Armor Class: 9 w/o armor (7 w/ ring)
6 w/ leather (4 w/ ring)

Skills:
Rejuvination *(16)*
Meditative Focus *(18)*
Eldorian
Soulmeliti (15)
Swimming *(10)*
Reading/Writing (Eldorian) *(16)*
Reading/Writing (Galencian) *(16)*
Riding - Land *(20)*
Animal Training *(17)*
Animal Handling *(16)*
Animal Lore *(15)*

Weapon Skills:
Whip
Punching

Notes:

PSPs

			10		
	20				
					30
			40		
	50				
					60
			70		
	80				
					90
			100		
	110				
					120
			130		
	140				
					150
			160		
	170				

Psionic Abilities:

Discipline: Psychometabolism:

Animal Affinity *(science)*
(12), 5(4)
Tiger (see chart, bottom right)
(power score gives 2 abilities)

Cell Adjustment
(13), 5(*)
cure disease: 1 round @ 5psp
5psp/1hp, up to 4/round

Double Pain
(13), 7
double damage for 1 turn
pass out when hit 0

Ectoplasmic Form
(12), 9(9)
convert up to 15 lbs. on self

Discipline: Psychoportation:

Teleport *(science)*
(15), 20+
can take 2 people @ 2x psps
on 1/2, -2 penalty 1D6 rounds

Teleport Trigger
(15), 0 (2/hr)
choose conditions

Dream Travel
(13), 1/25 miles
500 mile range

Dimensional Door
(15), 4(2)
50 yard range
causes 1 round disorientation

Defense Abilities:

Intellect Fortress
(14), 4

Tower of Iron Will
(15), 6

Mind Blank
(10), 0 (0)

Thought Shield
(14), 1

Mental Barrier
(15), 3

Psionic Power
(power score), init. cost (maint. cost)

Discipline: Psychokinesis:

Telekinesis *(science)*
(14), 3+(1+)
3lb. max w/ no mods.
init. cost = weight in pounds
maint. cost = half init. cost
power score - 1/3 weight
30 yd. range
move object 60'/round

Disintigrate *(science)*
(13), 40
50 yd. range
8 cubic feet will disintigrate
save vs. death magic (person)
save vs. disint. (object)

Detonate *(science)*
(13), 18
60 yd. range, 8 cubic feet
1D10 within 10 feet

Inertial Barrier
(13), 7(5)
3 yd. diam.

Molecular Agitation
(17), 7(6)
40 yd. range, 1 item, 20 lbs.

Levitation
(14), 12(2)
lift self 60'/round or 1'/second
every 25# -1 to power score

Soften
(15), 4(3)
30 yds., 1 item, 10 lbs.

Animate Object
(12), 8(3)
50 yds., 1 object, 100 lbs.

Control Body
(10), 5(2)
100 yds.

Control Sound
(14), 8(8)
80 yds., resist with Strength

Molecular Manipulation
(12), 6(5)
15 yds., 2 square inches

Wild Talents:

Mindlink *(science)*
(12), contact (8)
Power score - 1 probing query

Contact
(17), chart (1)

Invisibility
(10), contact (2/person)
100 yds., vision only
Power score = Sup. Invis.

Equipment:

Leather Armor *7lbs.* *(+3), (AC -3)*
walking boots
leather pants
cloak - cloth
green hat with feather
slim, steel-plated electrum band
Ring of Regeneration (1 hp/turn)
Ring of Protection (+2)
Belt
- whip
Backpack
- flint & steel
- 50' silk rope, 8 lbs.
- whetstone
- winter blanket
- wineskin
- 13 days dry rations
- ashes of Yoshi
- map of Torgar
Bag of Devouring
Black Steel Locked Box (keyed)
- crosabiro - 100gp gem
- diamond - 1,000gp gem
- ornamental skull cap
Black Steel Locked Box (tap)
- lavendar pearl - 700gp, exceptional
- munteer - 50gp gem
- 3 garnets - 50gp gem
Black Steel Locked Box (tap)
- spinel - 500gp gem
- orbrase - 50gp gem
Dagger of Invocation (+1)

Tiger Traits:

surprised only on 1
Leap: 10' up, Spring: 30-50'
Dam: 1D4+1/claw
Rake: 2D4/rear claw

AC: 6
Mvmt: 12
Hit Dice: 5D6+5
THAC0: 15
attacks: 3

Contact Initial PSP Cost:

1-5 hit dice	3 PSPs
6-10 hit dice	8 PSPs
11-15 hit dice	13 PSPs
16-20 hit dice	18 PSPs

Range Modifiers:

1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

Saving Throws (Ring of Regeneration saving throw in parentheses)

Paralyze / Poison / Death Magic	Rods / Staff / Wands	Petrification / Polymorph	Breath	Magic Spell
11 (9)	11 (9)	8 (6)	13 (11)	9 (7)