

<p><b><i>Nabha Bhrami</i></b> (Sky Visionary) CR2</p> <p>Psion (Seer) 3</p> <p>Medium humanoid (human), psionic</p> <p>Perception +9*, sense motive +6* <i>detect psionics</i></p> <p>Init +1 (+3)</p>	<p><b>Psionics - Clairsentience</b> ML 3rd, DC14, PP=15 (11+4), concentrate +6. <i>Recovered Information (Su)</i> When a target saves against Clairsentience power, learn 1 psionic effect or item on the target (requires focus).</p>
<p>AC 11 (+1 Dex), <i>inertial armor</i></p> <p>Touch 11, flat-footed 10</p> <p>18 hp (3d6+3) <i>vigor</i></p> <p>Fort +2, Ref +2, Will +4</p>	<p><b>2nd- Clairvoyant sense</b> Clair (scrying); AV, stand, psionic sensor, 1min./lvl, 3PP. Locale must be known (familiar or obvious). Fixed sensor; no psionic or supernatural sense enhancement. Magical dark, see nothing; if naturally pitch black, 10-foot radius or natural darkvision. <b>Detect Hostile Intent</b> tele [mind], O, stand, 30ft. radius, 10min/lvl, 3PP. Presence and direction of hostile creatures. Not surprised/flat-footed by creatures susceptible to mind-affecting powers. Sense Motive checks as free action against targets within 30'. 3' stone, 3" common metal, 1" lead, or 6' wood or dirt blocks. <b>Sensitivity to psychic impressions</b> Clair, AM, 1hr., 30' radius, concentration 30 min, 3PP. One distinct event for every 10 min. Max years 100x ML.</p>
<p>Speed 40 ft. (includes <i>speed of thought</i>)</p> <p>Mwrk shortspear +2 (1d6) <i>force screen</i></p> <p>Crossbow, light +2 (1d8/19-20) 80' <i>bolt</i></p> <p>Base Atk +1; CMB +2 (+4 grapple); CMD 12</p>	<p><b>1st- Deceleration</b> Port, AM, stand, 40', 1 medium creature, 1 min/lvl, Ref neg. PR, 1PP. Halve target's speed. <i>Augment:</i> +1DC larger size category/+2 pp spent. <b>Empathy</b> Tele [mind], Me, stand, 30' radius, concentration 1 min/lvl, 1PP. Detect the surface emotions; cease concentrate +2 insight Bluff, Diplomacy, Intimidate, or Sense Motive check. <i>Augment:</i> +5' radius/+1pp. +2pp = 1hr/lvl, concentrate to gain insight bonus. <b>Inertial Armor</b> kinesis [force], V*, stand, personal (you), 1hr/lvl, 1PP. +4 armor bonus; incorporeal can't bypass. <i>Augment:</i> +1 bonus/+2pp spent. <b>Sense Link</b> tele [mind], V, stand, 130', 1 willing, up to 1min/lvl, 1PP. 1 sense only, unlimited range; skill checks as subject, subject to gaze. No AC Dex bonus. <i>Augment:</i> +2pp unwilling target (lvl2, Will negates).</p>
<p>Autohypno +6, Diplomacy +6, Handle Animal +3, Know (Nobility) +7, Know (Planes) +7, Know (Psionics) +7, Perception +7 (+9), Ride +3, Sense Motive +4 (+6), Spellcraft +7</p> <p>Extra Power Known (<i>Detect hostile intent</i>), Psicrystal Affinity, Speed of Thought (+10 ft.)</p> <p><i>Favored Class Bonuses:</i> power known x2, skill x1 (sense motive)</p> <p>Str 10, Dex 12, Con 12, Int 17, Wis 12, Cha 12</p> <p><b>Psicrystal (+2 initiative)</b></p> <p>Diminutive construct</p> <p>Init +2, Sighted 40 ft., Perception +7</p> <p>AC 17 (+2 Dex*, +4 size, +1 natural)</p> <p>touch 16, 15 flat-footed 15</p> <p>9hp; hardness 8</p> <p>Fort *, Ref *, Will * - <i>improved evasion</i></p> <p>Speed 30 ft., climb 20 ft.</p> <p>Melee -</p> <p>Space 1 ft.; Reach 0 ft.</p> <p>BAB +0; CMB -9; CMD +3</p> <p>SQ Alertness, self-propulsion, share powers (5'), sighted 40', telepathic link (1 mile), deliver touch powers</p> <p>Skills: as master plus Climb +10, Stealth +6</p> <p>Str 1, Dex 15, Con -, Int 7, Wis 10, Cha 10</p> <p><i>*Alertness:</i> grants psion +2 Perception and Sense Motive checks, when psicrystal within 5'.</p> <p><i>Sighted 40' (Ex)</i> telepathically sense environment. Darkness and silence (even magical) are irrelevant; can't discern invisible or ethereal.</p> <p>Should your psicrystal be destroyed, you gain a new one after 24 hours.</p>	<p><b>Psychic tracking</b> Clair, A, stand, personal (you), 1hr./lvl, 1PP. Track creatures with Int 3+; targets immune to mind-affecting effects not perceptible. Find/follow (1 mile) psychic tracks DC 20 Spellcraft. Retry 10 min. (low traffic) 1 hour (high traffic). Normal speed (-5), double (-20).</p> <p><i>Augment:</i> +2 Spellcraft/+1pp spent. <b>Telepathic projection</b>, tele (Charm) [Mind-Affecting], V, stand, medium 130', 1 creature, 1min./lvl, Will neg. PR, 1PP. Adjust subject's attitude toward you by one positive step. Grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving target creature. <i>Augment:</i> +1DC/+2 pp spent.</p> <p><b>Talents- Detect Psionics</b> Clair, AV, stand, 60' cone, Concentration 1 min/lvl, at will (focused). <b>d20pfsrd Destiny Dissonance</b> Clair, MM, stand, melee touch, 1rd/lvl, PR, 1PP. Subject sickened (-2 attack, weapon damage, save, skill and ability checks) for 1rd/2ML. <b>Know Direction and Location</b> Clair, Me, stand, personal, instant, expend focus or 1PP. General info about your location according to a prominent local or regional site.</p> <p><b>Equip:</b> Mwrk Shortspear <i>Force Screen</i> (as dorje, 3 charges; standard-no AoO, 1 min, +4 shield bonus [force], spear in hand to maintain), Light Crossbow, bolts x10, noble's outfit, power stone-<i>attraction</i>/1<sup>st</sup>, power stone-<i>bolt</i>/1<sup>st</sup> x2 (stand, 2d4, 1 min), power stone-<i>detect compulsion</i> /1<sup>st</sup> (swift, 1 creature 60', instant. Detect compulsion or charm), psionic tattoo-<i>vigor</i>/1<sup>st</sup> (+5hp, 1 min), 73gp.</p>