

<p><i>Nirge-Mesa Zebi CR 2</i> (Lightning strike-sword student)</p> <p>Psychic Warrior (Weaponmaster) 3 Medium Humanoid (Human), Psionic</p> <p>Perception+8 Init +2</p>	<p>Trance +1 attack when focused. (not calculated)</p> <p>Maneuver: expend focus to make a single melee attack against an enemy attacking you, then take a 5-ft. step. +0 comp. bonus on attack/damage.</p> <p>Psionics –ML 3rd, concent +5, PP7 (4+3).</p> <p>Empty Mind Tele [Mind], A, Immediate, Personal (you), 1 rnd, expend focus or <i>1PP (+1ML)</i>. +2 on all Will saves until next action. +1 bonus/+2pp spent.</p> <p>Metaphysical Weapon A, stand, touch, 1 min/lvl, expend focus or <i>1PP (+1ML)</i>. +1 enchant to 1 weapon or 50 projectiles.</p>
<p>AC 17 (+4 armor, +2 dex, +1 dodge) <i>mobility</i> Touch 13, ff 14 <i>force screen</i> (+4 shield)</p> <p>24 hp (3d8+3+3bonus) <i>biofeedback</i></p> <p>Fort +4, Ref +3, Will +3 <i>empty mind</i></p>	<p>1st-Force Screen PsyK [force], A, stand, personal (you), 1min/lvl, 1PP. +4 shield bonus [force]; no armor check penalty. +1 shield bonus/+4pp.</p> <p>Inevitable Strike Clair, V, swift, personal (you), 1PP. Next single attack roll (before end of next round) gains a +5 insight bonus. No miss chance vs. concealed target. +20 insight bonus (with standard). +2 insight/+1pp spent (max +25).</p> <p>Skate PsyP, MaV, personal or touch, 1 willing creature or unattended object (100 lb./level), 1min/lvl, PR, 1PP. Land speed +15 feet; up normal, down +30. Drag object at 1/10th weight. +1pp/additional target.</p>
<p>Speed 30', <i>speed of thought 40'</i>, <i>skate</i></p> <p>+5 falchion, mwrk (2d4+3/18-20 x2) +4 longbow, comp/str +1 (1d8+1/x3) 110'</p> <p>SA Trance, maneuver, <i>inevitable strike</i></p> <p>Space/Reach: 5/5 Base Atk +2; CMB +4 (+6 grapple); CMD 17</p>	<p>Equip: mwrk falchion, chain shirt (+4, +4, –2, 20%, 30 ft., 25 lbs.), monk's outfit, arrows x20, longbow (comp/str +1).</p> <p>Psionic tattoo–biofeedback/1st (stand, DR2/- for 1 min).</p> <p>Psionic tattoo–expansion /1st (stand, 1 min; large size, +2 Str (size), –2 Dex (size, min 1), –1 attack and AC (size); space/reach 10/10).</p>
<p>Acrobatics +6, Autohypnosis +6, Climb +5, Heal +2, Know (Nobility) +4, Know (Psionics) +4, Perception +8, Ride +5, Sense Motive +2, Survival +2, Swim +5</p> <p>Combat Reflexes: +2 AoO/rnd; flat-footed Dodge: +1 dodge bonus Mobility: +4 AC vs. AoO Speed of Thought: +10 speed (psionic focus, no hvy armor) Power Attack: -1 all melee attacks and combat maneuver checks grants +2 melee damage rolls. Every +4BA, increases by -1/+2.</p> <p><i>Psionic Proficiency (Ex)</i> BA equals level for psionic feat requirements.</p> <p>Str 14 (2), Dex 14 (2), Con 13 (1) Int 10, Wis 14 (2), Cha 10</p>	