

Vedis Valentine

Female maenad soulknife 6/wilder 7 - CL13 - CR 12

Lawful Good Humanoid (Human); Deity: **Morpheus**; Age: **44**; Height: **6'**; Weight: **360 lb.**; Eyes: **Silvery Violet**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Lucid Dreamer: +4 to determine initial condition when your lucid body enters a dream and when attempting impossible feats in a dreamscape

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+9	=	+7	+2			
WILL (WISDOM)	+10	=	+10				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 25	=	+8		+2			+3	+2	
Touch AC 17									
Flat-Footed AC 21									
			BAB	Strength	Size	Misc			

CM Bonus +11	=	+11	+0	-	-
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CM Defense 28	=	10	BAB	Strength	Dexterity	Size
			+11	+0	+2	-

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 127
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Base Attack	+11	Damage / Current HP
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Initiative	+4
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Speed	30 ft
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Mind Blade (One Handed)

Main hand: **+13, 1d8** Crit: 19-20/x2
 Both hands: **+13, 1d8** Rng: 15'
 Main w/ offhand: **+9, 1d8** 1-hand, S
 Main w/ light off: **+11, 1d8**
 Offhand: **+9, 1d8**
 Ranged: **+15, 1d8**
 Ranged, both hands: **+15, 1d8**
 Ranged w/ offhand: **+11, 1d8**
 Ranged w/ light off: **+13, 1d8**
 Ranged offhand: **+11, 1d8**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (2)	1	
Natural Sailors : +2 bonus when on a sailing ship.				
Appraise	+1	INT (1)	-	
Autohypnosis	+7	WIS (0)	4	
Bluff	+7	CHA (3)	1	
Climb	+4	STR (0)	3	
Natural Sailors : +2 bonus when on a sailing ship.				
Diplomacy	+8	CHA (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	+4	DEX (2)	1	
Fly	+0	DEX (2)	-	
Handle Animal	+4	CHA (3)	1	
Heal	+0	WIS (0)	-	
Intimidate	+7	CHA (3)	1	
Knowledge (planes)	+7	INT (1)	6	
Knowledge (psionics)	+10	INT (1)	6	
Knowledge (The Dreaming)	+6	INT (1)	5	
Knowledge (Wildspace)	+3	INT (1)	2	
Perception	+15	WIS (0)	12	
Perform (sing)	+5	CHA (3)	2	
Profession (barmaid)	+5	WIS (0)	2	
Profession (spacehand)	+4	WIS (0)	1	
Ride	+0	DEX (2)	-	
Sense Motive	+5	WIS (0)	2	
Sleight of Hand	+2	DEX (2)	2	
Spellcraft	+6	INT (1)	2	
Stealth	+7	DEX (2)	4	
Survival	+0	WIS (0)	-	
Swim	+7	STR (0)	4	

Skills

Skill Name	Total	Ability	Ranks	Temp
Use Magic Device	+7	CHA (3)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Leadership (score 17)
Lucid Dreamer
Maximize Power
Mindblade Proficiency
Power Penetration +2 / +4 vs PR
Primordial Surge
Psionic Body
Psionic Talent
Psionic Talent
Shield Proficiency
Simple Weapon Proficiency - All
Surging Aura (3 allies; 15ft)
Two-Weapon Fighting
Weapon Focus (Mind Blade)

Traits

Natural-Born Leader
Strike First

Rajrin Punching Dagger

Main hand: **+13/+8/+3, 1d4+2** Crit: x3
Main w/ offhand: **+9/+4/-1, 1d4+2** Light, P
Main w/ light off: **+11/+6/+1, 1d4+2**
Offhand: **+11, 1d4+2**

Sardior's Fang

Main hand: **+9/+4/-1, 1d8+2** Crit: 19-20/x2
Both hands: **+9/+4/-1, 1d8+2** 1-hand, S
Main w/ offhand: **+5/+0/-5, 1d8+2**
Main w/ light off: **+7/+2/-3, 1d8+2**
Offhand: **+5, 1d8+2**

Surge Blast (Su)

Ranged: **+13 ranged touch, 3d6 force** Crit: x2
Rng: 30' Force

Sindiath Mindarmor

+8

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Gear

Total Weight Carried: 30.5/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Artisan's outfit (Free) -
Celestial lamp 2 lbs
Journal 1 lb
Marbles 2 lbs
Money -
Rajrin Punching Dagger 1 lb
Ring of protection +3 -

Experience & Wealth

Current Cash: **10,536 gp, 8 sp, 9 cp**

Gear

Total Weight Carried: 30.5/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Sardior's Fang 4 lbs
Sindiath Mindarmor 20 lbs
String or twine 0.5 lbs
Stuffed Bug (tiny) Valovean -

Special Abilities

Active Energy Type (-Choose-)
Alter Mind Blade
Combat Slide
Elude Attack +2 (Ex)
Enhanced Mind Blade +2 (Su)
Form Mind Blade (Mind Blade [1H], Slashing) (Su)
Ghost Step
Hero Points
Improved Surge Bond (+5%) (Ex)
Inner Rage
Leader's Surge
Natural Sailors
Ordered Rage
Outburst
Psychic Enervation 15% (Ex)
Psychic Strike +1d8 (Su)
Quick Draw (Su)
Shape Mind Blade
Sonic Affinity
Surge Blast (Su)
Surge Bond
Surging Euphoria +1 (3/round) (Ex)
Throw Mind Blade
Wild Surge +3 (Su)

Psi-Like Abilities

Energy Ray (1/day)

Tracked Resources

Surging Euphoria +1 (3/round) (Ex)

Languages

Common Maenad
Elven

Spells & Powers

Wilder powers known (power points 61, ML 7th; concentration +10)

Melee Touch +11 **Ranged Touch** +13
2nd—*energy push* (DC 15), *id insinuation* (DC 15), *inflict pain* (DC 15)

1st—*inertial armor*, *mind thrust* (DC 14)

0th (at will)—*unearthly terror* (DC 13)

Vedis Valentine – Abilities & Gear

Leadership (score 17) Feat

You attract followers to your cause and a companion to join you on your adventures.

Prerequisite: Character level 7th.

Benefit: This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table: Leadership for what level of cohort and how many followers you can recruit.

Appears In : Not New Paths Option: Split Leadership Feat

Lucid Dreamer Feat

The Dimension of Dreams is open to those willing to risk crossing the threshold.

Prerequisites: Cha 13, Knowledge (planes) 3 ranks.

Benefit: You have greater control of the highly morphic qualities and wild magic of the Dimension of Dreams. You gain a +4 bonus on Charisma checks to determine your initial condition when your lucid body (see page 242) enters a dream and when attempting impossible feats in a dreamscape, and a +2 bonus on caster level checks to prevent a spell or spell-like ability from going awry because of wild magic. If someone casts a *dream council* spell that includes you as a target while you are dreaming, you can enter a shared dreamscape as described in that spell without spending a casting of *dream* or *dream council*. If your lucid body dies while in a dreamscape, you wake up fatigued.

Appears In : Occult Adventures

Maximize Power Feat

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus. You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Appears In : DSP - Ultimate Psionics

Mindblade Proficiency Feat

Benefit: You are proficient with the mind blade no matter it's form.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Appears In : DSP - Ultimate Psionics

Power Penetration +2 / +4 vs PR Feat

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: As long as you maintain psionic focus, you gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. You may expend your psionic focus to increase this bonus to +4.

Appears In : DSP - Ultimate Psionics

Primordial Surge Feat

When you achieve a critical hit with your melee or ranged attack (within 30 feet), you mentally impart an image of your foe's demise directly into its mind.

Your foe, shaken by the vivid flash, suffers a -2 morale penalty on attack rolls, checks, and saving throws while the combat continues. This extraordinary effect cannot be negated or dispelled. Also, you can use this feat in conjunction with weaponlike powers.

Source: Hyperconscious

Psionic Body Feat

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

Appears In : DSP - Ultimate Psionics

Psionic Talent Feat

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

Appears In : DSP - Ultimate Psionics

Psionic Talent Feat

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

Appears In : DSP - Ultimate Psionics

Surging Aura (3 allies; 15ft) Feat

Your wild surge enhances the aim of nearby allies.

Prerequisites: Wild Surge +1.

Benefit: You gain a 10' surging aura. When you use your wild surge class feature, you can designate one ally for every +1 of your wild surge within the surging aura to gain an insight bonus to attack rolls equal to your wild surge until the end of their next turn.

Improved Surge Bond: The wilder increases her surging aura radius and whenever she gains the benefits of her surging euphoria, all allies within her surging aura radius also gain the benefits of surging euphoria.

Appears In : DSP - Ultimate Psionics

Vedis Valentine – Abilities & Gear

Two-Weapon Fighting Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In : Not New Paths Option: Use Scaling Feats

Weapon Focus (Mind Blade) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Natural-Born Leader Trait

You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Strike First Trait

Gain a +2 trait bonus to initiative.

Appears In : Way of the Wicked AP

Active Energy Type (-Choose-) Unknown

The current selected type of energy (cold, electricity, fire, or sonic). Most psionic powers with the [Energy] descriptor deal damage based on the active energy type. Kineticists may change their active energy type freely, and wilders may temporarily change their active energy type during a wild surge; otherwise, a psionic character may change his active energy type when gaining psionic focus. The psionic character need not maintain psionic focus to maintain an active energy type.

Hero Points Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Vedis Valentine – Abilities & Gear

Inner Rage

Racial Ability (Maenad)

Maenads are able to rage one additional round per day should they have the rage ability and they gain an additional round per day for every two character levels. In addition to using these rounds for rage, maenads may use them to fuel their outburst, instead of power points.

Natural Sailors

Racial Ability (Maenad)

Maenads have a +2 bonus to Swim and Profession (sailor) checks. In addition, they gain a +2 bonus to Acrobatics and Climb checks made on sailing ships.

Ordered Rage

Racial Ability (Maenad)

Maenads may take levels in the barbarian class even if they are of the lawful alignment.

Note: After you add your barbarian levels you will not get any messages about the wrong alignment. But the warning can't be changed until you add the barbarian level.

Outburst

Racial Ability (Maenad)

Maenads can dampen their mental processes for an increase in raw power called an outburst. As a result, they take a -2 penalty to Intelligence and Wisdom but gain a +2 bonus to Strength. The character must spend one power point at the beginning of each round during an outburst and may stop an outburst at any time.

Sonic Affinity

Racial Ability (Maenad)

Maenads add a +1 to the DC of any spell or power with the sonic descriptor.

Alter Mind Blade

Class Ability (Soulknife)

The soulknife gains the ability to shape her mind blade into different weapon forms. She may change her blade's form to the light weapon, one-handed weapon, or two-handed weapon forms any time she forms her mind blade. Additionally, the soulknife may choose to form her mind blade into a one-handed weapon and a light weapon instead of two light weapons.

Appears In : DSP - Ultimate Psionics

Combat Slide

Class Ability (Feral Heart, Soul)

Upon successfully striking an enemy in melee, the soulknife may immediately make a 5-foot step (even if she's already moved in the round, but not if she's taken a 5-foot step). In addition, when someone misses the soulknife with a melee attack, she may spend an immediate action to take a 5-foot step.

Appears In : DSP - Ultimate Psionics

Elude Attack +2 (Ex)

Class Ability (Wilder)

Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from attacks. She gains a +1 dodge bonus to her Armor Class. This bonus increases by 1 every 4 levels thereafter (+2 at 6th level, +3 at 10th level, etc).

Enhanced Mind Blade +2 (Su) Class Ability (Soulknife)

A soulknife's mind blade improves as the character gains higher levels. At 3rd level and every odd level thereafter, the mind blade gains a cumulative +1 enhancement bonus that he may spend on an actual enhancement bonus or on weapon special abilities. A soulknife's level determines his maximum enhancement bonus (see Table 2-8: The Soulknife). The soulknife may (and must, when his total enhancement is higher than his maximum bonus) apply any special ability from the table below instead of an enhancement bonus, as long as he meets the level requirements. A soulknife can choose any combination of weapon special abilities and/or enhancement bonus that does not exceed the total allowed by the soulknife's level, but he must assign at least a +1 enhancement bonus before assigning any special abilities.

If the soulknife shapes his mind blade into two items, the enhancement bonus of his mind blade (if any) is reduced by 1 (to a minimum of 0). If this would reduce the enhancement bonus on the mind blades to 0 and weapon special abilities are applied, the soulknife must reshape his mind blade to make the options valid. Both mind blades have the same selection of enhancement bonus and weapon special abilities (if any). This penalty does not apply when using the Mind Shield blade skill.

Note: To enhance your mind blade go to the **Weapons** tab and click on the "Wrench/Hammer" icon. Then you can make it a +1 mindblade or a +1 Flaming mindblade. Currently the scripts will not error check if you increase the bonus past what you should be allowed or take an invalid item power. This will come in a future update.

Vedis Valentine – Abilities & Gear

Form Mind Blade (Mind Blade [1H], Slashing) **Class Ability** (Soulknife)

As a move action, a soulknife can form a semi-solid weapon composed of psychic energy distilled from his own mind.

A soulknife must choose the form of his mind blade at 1st level. He can either form it into a light weapon, a one-handed weapon, or a two-handed weapon. Once chosen, his mind blade stays in this form every time the soulknife forms his mind blade. The light weapon deals 1d6 points of damage, the one-handed weapon deals 1d8 points of damage, and the two-handed weapon deals 2d6 points of damage. All damages are based on a Medium-sized creature wielding Medium-sized weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the mind blade has a critical range of 19-20/x2. A soulknife with powerful build or any similar ability forms an appropriately-sized mind blade dealing the size-appropriate amount of damage.

If the soulknife's chosen form is a light weapon, he may choose to form two light weapons when forming his mind blade if he so chooses, but he suffers the standard penalties for two-weapon fighting.

Regardless of the weapon form a soulknife has chosen, his mind blade does not have a set damage type. When shaping his weapon and assigning abilities to it, the soulknife chooses whether it will deal bludgeoning, piercing, or slashing damage. The soulknife may change the damage type of an existing mind blade, or may summon a new mind blade with a different damage type, as a full-round action; otherwise, the mind blade retains the last damage type chosen every time it is summoned.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose his mind blade for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical.

Powers or spells that upgrade weapons can be used on a mind blade. The soulknife can use feats such as Weapon Finesse that work on light weapons with his mind blade, but such feats only work on mind blades in a light weapon form.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again, although the mind blade is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind blade vanishes.

As a move action on her turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics-negating effect. He gains a bonus on Will saves made to maintain or form his mind blade equal to the total enhancement bonus of his mind blade (see below).

The soulknife chooses the appearance of his mind blade, although its shape must reflect the selections the soulknife has chosen: a bludgeoning mind blade would be blunt, slashing would have an edge, etc.

Note: From the two drop down menus you must pick the type of mind blade (ie Light, one-handed, or two-handed) and its damage type (ie Bludgeoning, Piercing, or Slashing). Because these values can be changed often and in combat they display on the In-Play tab also.

Ghost Step

Class Ability (Soulknife)

Adding this ability will let you create your own custom ability with a name of your choice.

Appears In : DSP - Psionics

Improved Surge Bond (+5%) (Ex) **Class Ability** (Wilder)

At 5th level, the wilder's surge bond grants additional special abilities depending on the type of wilder.

Leader's Surge: A leader wilder's ability to share her surging power with her allies reaches a new and profound level of understanding and as she surges, so do her allies. Beginning at 5th level, the wilder increases her surging aura radius by 5' and whenever she gains the benefits of her surging euphoria, all allies within her surging aura radius also gain the benefits of surging euphoria.

Leader's Surge

Class Ability (Wilder)

Wild Surge and Psychic Enervation: For the leader wilder, the rush of emotions is at its highest when amongst allies and friends. From their camaraderie, she draws renewed strength and in combat, their danger drives her emotions to almost paralyzing heights, sometimes spilling over into her aura. A leader wilder overcome by psychic enervation is shaken for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost), and each ally inside her aura (see Bond Benefit, below) must make a Will save (DC 10 + ½ wilder level + wilder's Charisma modifier) or be shaken until the end of their next turn. If the leader wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties do not stack, but the duration resets.

Surge Bond: The leader wilder gains the Surging Aura* feat as a bonus feat.

Improved Surge Bond: A leader wilder's ability to share her surging power with her allies reaches a new and profound level of understanding and as she surges, so do her allies. Beginning at 5th level, the wilder increases her surging aura radius by 5' and whenever she gains the benefits of her surging euphoria, all allies within her surging aura radius also gain the benefits of surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), the range of her surging aura radius increases by 5' (to 20' at 9th level, etc.).

Appears In : DSP - Ultimate Psionics

Psychic Enervation 15% (Ex)

Class Ability (Wilder)

Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort, the effect of which is detailed in the specific surge type below. The chance of suffering psychic enervation is 15%.

Leader's Surge: When overcome by psychic enervation your shaken for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost), and each ally inside her aura (see Bond Benefit, below) must make a Will save or be shaken until the end of their next turn.

Vedis Valentine – Abilities & Gear

Psychic Strike +1d8 (Su) Class Ability (Soulknife)

As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage on any attack he wishes to activate it on (as long as the attack is made with his mind blade). A soulknife may hold the charge as long as he likes without discharging. It does not go off on any attack unless he chooses to use it, and the charge is not wasted if an attack misses. Mindless creatures are immune to this damage, although non-mindless creatures immune to mind-affecting effects are affected by this damage as normal. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action. Additionally, he may recharge it as a swift action by expending his psionic focus.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used (whether the attack is successful or not). Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown), it is still imbued with psychic energy when the soulknife next materializes it.

If the soulknife forms his mind blade into two weapons, he may imbue each mind blade with psychic strike as normal. If he reshapes his mind blade into a single weapon form, the additional psychic strike imbued into the additional weapon is lost.

At every four levels thereafter (7th, 11th, etc), the extra damage from a soulknife's psychic strike increases by 1d8.

Quick Draw (Su) Class Ability (Soulknife)

A 5th level soulknife may manifest her mind blade as a free action, though she may still only attempt to do so once per round (unless throwing the weapon multiple times using the Multiple Throw blade skill).

Shape Mind Blade Class Ability (Soulknife)

The soulknife's mind blade retains the last chosen form every time it is formed until the soulknife reshapes it. If the soulknife chooses to reshape his blade, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping his mind blade if he so chooses.

A soulknife can reassign the ability or abilities he has added to his mind blade; see below. To do so, he must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the soulknife does not require sleep. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Surge Blast (Su) Class Ability (Wilder)

A wilder can channel her emotions into a blast of uncontrolled phrenic energy. As a standard action and by expending psionic focus, the wilder can make a ranged touch attack (range 30ft) that deals 1d6 points of force damage for every +1 to her wild surge. Example: Amonai, a 15th level wilder has wild surge +5, and thus deals 5d6 with his surge blast. Surge blasts do not trigger psychic enervation.

Surge Bond Class Ability (Wilder)

The wilder's choice of emotional surge, as defined in psychic enervation, grants the wilder additional benefits through a surge bond. The wilder gains a unique benefit depending on the type of surge selected.

Leader's Surge: The leader wilder gains the Surging Aura* feat as a bonus feat.

Surging Euphoria +1 (3/round) (Ex) Class Ability (Wilder)

Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Throw Mind Blade Class Ability (Soulknife)

All soulknives have some knowledge of how to throw their mind blades, though the range increment varies by form and the largest of blade forms cannot be thrown. Light weapon mind blades have a range increment of 20 ft. One-handed weapon mind blades have a range increment of 15 ft. Two-handed weapon mind blades cannot be thrown without the Two-Handed Throw blade skill. Whether or not the attack hits, a thrown mind blade then dissipates.

Vedis Valentine – Abilities & Gear

Wild Surge +3 (Su)

Class Ability (Wilder)

A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits outside of the manifestation (she gains no higher-level class abilities, for instance).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder boosts her manifester level by two instead of one. At 7th level, she boosts her manifester level by three; at 11th level, by four; at 15th level, by five; and at 19th level, by six. The wilder always wild surges for the maximum amount possible, for unleashing emotions in the fashion of a wild surge does not lend itself to using finesse.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power by this additional amount; only the standard power point cost is subtracted from the wilder's power point reserve. For example, if Alrik the 8th level wilder were to invoke his wild surge when manifesting a power, he would spend between 1 and 8 power points as normal, but the power would manifest at 11th manifester level and behave as if he had spent 3 more on it than normal.

The wilder can expend her psionic focus to manifest a psionic power without expending any power points, powering the manifestation with only her wild surge. She manifests this power as if all power points were paid by her wild surge ability. This results in the power being manifested as if the base power point cost of the power was paid, along with augmentation equal to her wild surge amount, but she may not augment the power beyond the amount of her wild surge, and when checking for psychic enervation, the chance to be overcome doubles to 30%. A wilder must wait 10 minutes after wild surging in this fashion before she can do so again.

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Background

Originally from the Su'vah on the dreamscarred asteroid Rajrin which drifts in and out of the Realm of Dreams (last seen on the Prime in Spiralspace 13 years ago). She is now a citizen of the Rock of Bral where she is a tavern wench working at The Laughing Beholder. She has a rare talent for being able to tell exactly what her customers want to order, it is the only time her psionic empathy verges on the telepathic.

One evening while walking near Shou Town with her friend Lenata of Celestian The Mists rose from nowhere and took them both

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Seekers of Secrets** - Marbles (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Natural-Born Leader (trait)
- **Advanced Race Guide** - Celestial lamp (equipment)
- **DSP - Psionics** - - Custom - (special ability)
- **DSP - Ultimate Psionics** - Alter Mind Blade (special ability); Combat Slide (special ability); Leader's Surge (special ability); Maenad (race); Maenad (language); Maximize Power (feat); Power Penetration (feat); Psionic Body (feat); Psionic Talent (feat); Psionic Talent (feat); Manifester (item power); Mindarmor (item power); Soulnife (class); Surging Aura (feat); Weapon Focus (Mind Blade) (feat); Wilder (class)
- **Eberron Campaign Setting** - Eberron Mechanic, Action Points (equipment)
- **Occult Adventures** - Lucid Dreamer (feat)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Way of the Wicked AP** - Strike First (trait)

Title - Vedis Valentine (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/07/27

XP Reward: 0 XP; **Net Cash:**

Ghost Step

The soulknife has learned a potent trick that some call the 'ghost step'; a teleportation-based principle that allows the soulknife to slip between nearby places at great speed. As a move action, the soulknife can expend her psionic focus to teleports to any location she can see within close range (25 feet + 5 feet per 2 soulknife levels). She can carry no more than 50 lbs. of additional gear, and cannot bring creatures other than her psicrystal (if she has one) with her. The use of this ability ends the soulknife's turn. At 10th level, the this ability can be used to teleport up to medium range (100 feet + 10 feet per soulknife level), and she may teleport as a swift action instead of a move action. This is a teleportation effect. This blade skill meets the prerequisites for and functions with Dimensional Agility and feats that require it as a prerequisite. The soulknife must be at least 4th level in order to select this blade skill.