

Babylon 5 / 1st Level Narn Telepath

1st Level Narn Telepath

Hit Points:

Initiative: +4 (+2 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +2 melee or +2 ranged

Special Qualities: Telepathic Ability

Saves: Fort +4, Ref +2, Will +3

Abilities: Str 14, Dex 14, Con 14, Int 14, Wis 12, Chr 12

Skills: Computer Use +5, Concentration +2, Diplomacy +5,

Gather Information +5, Intimidate +4, Knowledge (probability)

+7, Knowledge (history) +7, Knowledge (human society &

culture) +5, Knowledge (telepathy) +8, Listen +5, Sense Motive

+6, Spot +3, Telepathy +5

Feats: Great Fortitude



Standard Equipment: ka'toc (Narn Long Sword), EarthForce wrist link, identicard, 50 cr

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by K, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).