

## 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

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