

'Aša
CHARACTER
Talorani (Time Seer) Medium Female
 RACE & LA SIZE GENDER
215 Neutral Good Qi Zhong, Master of Medicine
 AGE ALIGNMENT DEITY
 LANGUAGES: Talorani, Aquan, Common, Elven

David
PLAYER
5'0" 125 lbs dark green emerald lt green
 HEIGHT WEIGHT HAIR EYES SKIN
 Lake Encarthan, Erages, Kyonin
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	16	3	16			
CON	20	5	18	2		
INT	14	2	14			
WIS	16	3	10	2	4	
CHA	8	-1	12	-2	-2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
14	13	1	kineticist	0	6	1	2	2	0	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	14	FAVORED CLASS	kineticist	TOTALS	0	6	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	3		2			
TOUCH	15	-10+			3		2			
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	2	5			
REF	5	2	3			
WILL	3	0	3			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		1		
RANGED	3	0		3		
CMB	5	0	CON	5		
CMD	16	-10+	B0B	D0DGE & DEFLECT 2	STR & DEX 4	



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 3		3		
<input type="checkbox"/> APPRAISE	INT 2		2		
<input type="checkbox"/> BLUFF	CHA -1		-1		
<input type="checkbox"/> CLIMB *	STR 1		1		
<input checked="" type="checkbox"/> CRAFT:	INT 2		2		
<input type="checkbox"/> DIPLOMACY	CHA -1		-1		
<input type="checkbox"/> DISABLE DEVICE *	DEX		3		
<input type="checkbox"/> DISGUISE	CHA -1		-1		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 3		3		
<input type="checkbox"/> FLY *	DEX 3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		-1		
<input checked="" type="checkbox"/> HEAL	WIS 3		3		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 3	1	-1	3	
<input checked="" type="checkbox"/> KN: (nature)	INT		2		5
<input type="checkbox"/> KN:	INT		2		5
<input type="checkbox"/> KN:	INT		2		5
<input type="checkbox"/> KN:	INT		2		5
<input type="checkbox"/> KN:	INT		2		5
<input type="checkbox"/> KN:	INT		2		5
<input type="checkbox"/> LINGUISTICS	INT 3	1	2		
<input checked="" type="checkbox"/> PERCEPTION	WIS 12	1	3	3	5
<input type="checkbox"/> PERFORM:	CHA -1		-1		
<input checked="" type="checkbox"/> PROF:	WIS		3		
<input type="checkbox"/> RIDE *	DEX 3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS -2		3		-5
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		3		
<input type="checkbox"/> SPELLCRAFT	INT		2		5
<input checked="" type="checkbox"/> STEALTH *	DEX 7	1	3	3	
<input type="checkbox"/> SURVIVAL	WIS 3		3		
<input checked="" type="checkbox"/> SWIM *	STR 5	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 3	1	-1	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Talorani (ToH4, 230) (aquatic, talorani) Weapon Focus: Kinetic Blast - Water Blast +1
 Aquatic/Amphibious: swim 30, breathe air & water
 Natural Armor +1 AC
 Deep-Dweller: Darkvision 120' & Low-Light Vision
 Empathic Communication: 20' w/ Sense Motive for non-Talorani
 Time Seer Template (Adv. Bestiary, 283) - see instant into future
 AC: +2 Dodge; Wis +4; Cha -2;
 Uncanny Dodge (Ex) - no flatfoot
 Conflicted Vision (Ex) Wis Check DC 10 before initiative
 - if good +4; if bad by <=5 +0, if bad by > 5, -4 initiative
 Unreliable Spellcasting (Ex) - before casting spell or spell-like Abil.
 - Wis check DC 10+lvl, if fail, no spell, slot wasted
 Preternatural Knowledge - Wis Check DC 15 start of rnd
 - if good +4 or bad -4 on next attack, check or save
 Spell-like Ability: Augury (at will); True Strike, Vision (1/day) skills: +5 Knowledge, Perception, Spellcraft; -5 Sense Motive

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
hide armor (eel hide)	3	5	0	15	Lt	18.0
SHIELD						

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	20		30		

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES electricity 2 (eel hide)

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Kinetic Blast: Water Blast	+3+1	1d6+1 dam + Con Mod	x2,20	30	B		

