

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

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	22	6	18	2	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	
64	59	5	kineticist	3	30	5	4	4	1	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	64	FAVORED CLASS	kineticist	TOTALS	3	30	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	6	0	3	2				
TOUCH	15	-10+			3	2				
FLAT-FOOT	16	-10+	6	0	0					

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 8	2	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 6	1	2	3	
<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 7	1	3	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA 7	5	-1	3	
<input checked="" type="checkbox"/> KN: (nature)	INT 12	2	2	3	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 4	2	2		
<input checked="" type="checkbox"/> PERCEPTION	WIS 16	5	3	3	5
<input type="checkbox"/> PERFORM:	CHA -1		-1		
<input checked="" type="checkbox"/> PROF:	WIS 7	1	3	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 11	5	3	3	
<input type="checkbox"/> SURVIVAL	WIS 3		3		
<input checked="" type="checkbox"/> SWIM *	STR 9	5	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				



SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	4	6			
REF	7	4	3			
WILL	4	1	3			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	3		1		
RANGED ATTACK MODIFIER	6	3		3		
CMB	9	3	CON	6		
CMD	19	-10+	B3B	DODGE & DEFLECT 2	STR & DEX 4	

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

Race: Talarani (ToH4, 230) (aquatic, talarani) 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-Talarani
 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
ARMOR Hide armor of the Talarani (electric eel hide) +3	6	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 15,000 / 23,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20		40		
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	electricity 10 (eel hide)				
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Kinetic Blast: Water Blast (braziers of water control +3)	+6+3+1	3d6+3 dam + Con Mod+3	19-20,x2	480	B		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Class: Kineticist (water element) (OA) HD: d8, skills 4 +Int Mod		
Weapon Prof: all simple weapons; Armor Prof: light armor, no shields		
Elemental Focus (Su) - hydrokinesis		
Basic Hydrokinesis burn=0		
Create water - 2 gallons (as per spell)		
Purify water - as per purify food and drink spell		
Dry wet creatures and objects as if using prestidigitation		
Create mild currents in a body of water by concentrating of Str = Con		
Burn (Ex): max 3 + Con Mod = 8		
Gather Power (Su) - use move to reduce burn of talent by 1 (same round), 2 or 3 (next round)		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Kinetic Blast: Water Blast - 3d6+3 dam + Con Mod	burn=0	30'
Gather Power (Su) - reduce burn of a talent by 1 (same round), 2 or 3 (next round)	0	
Extended Range (blast out to 120'); Extreme Range (480')	1	
Elemental Defense: Shroud of Water +4 AC	0	
Elemental Overflow (Ex): add +1 attack & +2 dam per burn	0	
Infusion Specialization (Ex): reduce infusion (burn by 1)	0	
Metakinesis (Su): Empower (metamagic) blast	1	
Kinetic Healer (Utility) Heal target = kinetic blast	1	
Water Manipulator (Utility) as control water	0	
Watersense (Utility) - tremorsense in water w/in 30'	0	

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

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☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	Quenching Infusion - Puts out Fires (burn 1)		1.0	
	Torrent - blast is 30' line - half damage to all (burn 2)		2.0	
	Pushing Infusion - Push target back 5' per burn		1.0	
	Hide armor of the Talorani (electric eel hide) +3			
	Resistance Electricity 10			
	+10 swim speed			
	endure elements (pressure/cold of deep water)			
	braziers of water control +3			
	+3 attack & damage to kinetic blast			
	improved critical to kinetic blast			

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
18.0	0.0	0.0		18.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	132	264	660	
0	0		0	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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