

Belut
 CHARACTER: Asterak Medium Male
 RACE & LA: 77 Chaotic Neutral Dagon
 AGE: 77 ALIGNMENT: Chaotic Neutral DEITY: Dagon
 LANGUAGES: Common, Aquan, Abyssal, Aklo, Auran

Hebeloma
 PLAYER: 8'0" 200 lbs none black translucent
 HEIGHT WEIGHT HAIR EYES SKIN
 Antarkos Ocean
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	16	3	16			
CON	20	5	18	2		
INT	16	3	14	2		
WIS	10	0	10			
CHA	13	1	13			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
14	13	1	Kineticist	0	7	1	2	2	0	1	
TOTAL HP			TOTALS		0	7	1	2	2	0	1

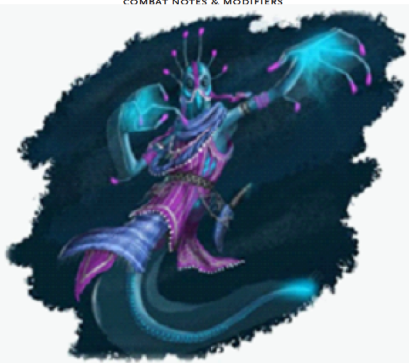
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	7
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	3	3
<input type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	1		1	
<input type="checkbox"/> CLIMB *	STR	0		0	
<input checked="" type="checkbox"/> CRAFT:	INT	3		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 checked="" type="checkbox"/> FLY *	DEX	3		3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			1	
<input checked="" type="checkbox"/> HEAL	WIS	0		0	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	5	1	1	3
<input checked="" type="checkbox"/> KN: nature	INT	7	1	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input type="checkbox"/> PERFORM:	CHA	1		1	
<input checked="" type="checkbox"/> PROF:	WIS			0	
<input type="checkbox"/> RIDE *	DEX	3		3	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			3	
<input checked="" type="checkbox"/> STEALTH *	DEX	7	1	3	3
<input type="checkbox"/> SURVIVAL	WIS	0		0	
<input checked="" type="checkbox"/> SWIM *	STR	4	1	0	3
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	5	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				

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



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	0		0			
RANGED	3		3			
CMB	5	0	CON	5		
CMD	13	-10+	BOB	0	3	

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

Race: Asterak (Humanoid: Aquatic, Merfolk) (CSBBB-21) Dazzling Lights - adjacent characters dazzled 1d4 rnds
 Racial Buoyancy -60; Depth Tolerance: 10,000 feet - Fort save DC 10+Cha Mod
 Swim Speed: swim 30 ft; land 5 ft; darkvision 60 ft
 Shocking grasp (1/day); Resistance: electricity 5
 Advanced Bioluminescence: control light-dark to lantern
 Pressure Sensitive (1,000 feet) - Suffer from Low Pressure
 Class: Kineticist HD: d8; skills 4+Int Mod
 Prof: Simple Weapons & Light Armor
 Elemental Focus (Su) Air
 Basic Manipulation: Aerokinesis
 Burn (Ex): max 3+Con Mod = 8
 Gather Power (Su) Concentrate 1 rnd, reduce required burn by 3
 Infusion (Su) enhance wild talent, see spell page
 Kinetic Blast (Sp) - Electric Blast - see spell page
 breeze: +2 save vs severe heat, breath weapons, cloud vapors and gases
 Con Mod creatures - considered downwind for scent

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		SPEED					
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	BASE	FLY	SWIM	CLIMB	MISC
			0	/	2,000		
SPEED			5		30		
INIT	3	=	3	DEX MOD	+		MISC MOD
HERO							
SR							
DR							
RESISTANCES	electricity 5						
POOL POINTS	8		Burn				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather armor	3	5		16	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+0	1d4	19-20,x2	10	P,S	1.0	
kinetic blast (electric blast)	+3	1d6+1+5 electric	20,x2	120	B		ranged touch

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	studded leather armor			
	dagger			

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

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
21.0	0.0	0.0		21.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		0	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL
POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL
POINTS

SPELLS									
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			basic aerokinesis						
			electric blast (energy) - arc of electricity strikes foe 1d6 + lvl/2	burn=0	instant	30'	none	no	
			Infusions						
			Extend Range - extend range of kinetic blasts to 120'	Burn=1					
			Defense & Utility Wild Talents						
			Basic Aerokinesis: +2 save vs severe heat, breath weapons, cloud vapors and gases	burn=0					
			Basic Aerokinesis: Con Mod creatures - considered downwind for scent	burn=0					
			Enveloping Winds: - all ranged attacks have 20% chance of miss	burn=0					