

Raiona  
 CHARACTER Cindarian Small Female  
 RACE & LA SIZE GENDER  
 19 Neutral Naderi, the Lost Maiden  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Aquan, Infernal

Hebeloma  
 PLAYER  
 4' 4" 90 lbs dark brown spines dark green brown striped  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Valashmai Sea  
 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           | 14    | 2   | 14   |         |      |      |
| WIS           | 10    | 0   | 10   |         |      |      |
| CHA           | 12    | 1   | 10   | 2       |      |      |

| HITPOINTS  |           |    | CLASS RECORDER                |               |            |        |      |     |      |        |   |   |   |  |  |
|------------|-----------|----|-------------------------------|---------------|------------|--------|------|-----|------|--------|---|---|---|--|--|
| CURRENT HP | HP GAINED | HD | CLASS NAME                    | BAB           | SKILL      | FC HPS | FORT | REF | WILL | LEVELS |   |   |   |  |  |
| 14         | 13        | 1  | Kineticist (Blood Kineticist) | 0             | 6          | 1      | 2    | 2   | 0    | 1      |   |   |   |  |  |
| 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                | 17    | -10+  | 3      | 0   | 3    | 1     |         |         |      |      |
| TOUCH             | 14    | -10+  |        |     | 3    | 1     |         |         |      |      |
| FLAT-FOOT         | 14    | -10+  | 3      | 0   | 0    | 1     |         |         |      |      |

| SKILLS   |       |         |         |      | RANKS TOTAL |
|--|-------|---------|---------|------|-------------|
| TOTAL  | RANKS | ABILITY | TRAINED | MISC | 6           |
| <input checked="" type="checkbox"/> ACROBATICS       | DEX   | 7       | 1       | 3    | 3           |
| <input type="checkbox"/> APPRAISE                    | INT   | 2       |         | 2    |             |
| <input type="checkbox"/> BLUFF                       | CHA   | 3       |         | 1    | 2           |
| <input type="checkbox"/> CLIMB                       | STR   | 0       |         | 0    |             |
| <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   | 3       |         | 1    | 2           |
| <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   | 4       | 1       | 0    | 3           |
| <input checked="" type="checkbox"/> INTIMIDATE       | CHA   | 1       |         | 1    |             |
| <input checked="" type="checkbox"/> KN: nature       | INT   |         |         | 2    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 2    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 2    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 2    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 2    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 2    |             |
| <input type="checkbox"/> LINGUISTICS                 | INT   |         |         | 2    |             |
| <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   |         |         | 2    |             |
| <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          | 2          | 0       | 0       |      | 2    |  |

  

| ATTACKS |                   |      |         |      |      |    |    |
|---------|-------------------|------|---------|------|------|----|----|
| TOTAL   | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |    |    |
| MELEE   | 1                 | 0    | 0       | 1    |      |    |    |
| RANGED  | 4                 | 0    |         | 3    | 1    |    |    |
| CMB     | 4                 | 0    | CON     | 5    | 1    | -2 |    |
| CMD     | 12                | -10+ | BOB     | 0    | 3    | 1  | -2 |



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

Race: Cindarian (Humanoid: Aquatic, Merfolk) (CSBBB-36) Extra Wild Talent

Racial Buoyancy -15; Depth Tolerance: 300 feet

Fast Swim Speed: swim 30 ft; land 5 ft

Poison Spines: Unarmed & Natural attacks take 1 dam & 1 Dex dam

Venom Resistance: immune natural poisons; +2 save vs other poisons

Water Dependent: Survive out of water for 1 hr/2 points of Con

Class: Kineticist HD: d8; skills 4+Int Mod

Archetype: Blood Kineticist (OA)

Prof: Simple Weapons & Light Armor

Elemental Focus (Su) Water

Basic Manipulation: Hydrokinesis

Burn (Ex): max 3+Con Mod = 8

Gather Power (Su) Concentrate 1 rnd, reduce required burn by 3

Infusion (Su) substance/form, enhance wild talent

Kinetic Blast (Sp) - see spell page

| 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                      |          |         |         |            |      |        |

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 |
|-------|------|-----|------|-------|------|
| 5     |      |     | 30   |       |      |

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS 8 Burn

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE  | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---------------------------|------------------|---------|----------|-------|------|--------|--------------|
| Crossbow, light           | +4               | 1d8     | 19-20,x2 | 80    | P    | 4.0    |              |
| dagger                    | +1               | 1d4     | 19-20,x2 | 10    | P,S  | 1.0    |              |
| kinetic blast             | +4               | 1d6+1+5 | 20,x2    | 120   | B    |        |              |

| FEATS & SPECIAL ABILITIES  |          |      |  |
|--|----------|------|--|
| NAME   | USES/DAY | USED |  |
| Archetype: Blood Kineticist (OA)                                 |          |      |  |
| Blood Focus (Ex): Water Element; Foes immune to bleed unaffected |          |      |  |
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| FEATS & SPECIAL ABILITIES |          |      |  |
|---------------------------|----------|------|--|
| NAME                      | USES/DAY | USED |  |
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| EQUIPMENT & MAGIC ITEMS |      |            |         |        |
|-------------------------|------|------------|---------|--------|
| ☞                       | ITEM | QTY / USES | WGT N/A | WEIGHT |
|                         |      |            |         |        |
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| EQUIPMENT & MAGIC ITEMS |      |            |         |        |
|-------------------------|------|------------|---------|--------|
| ☞                       | ITEM | QTY / USES | WGT N/A | WEIGHT |
|                         |      |            |         |        |
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| 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 |
| 25.0            | 0.0      | 0.0       |      | 25.0  |

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

