CHARACTER	PLAYER
Raiona	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Cindarian	Small	Female	4' 4"	90 lbs	dark brown spines	dark green	brown striped

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
19	Neutral	Naderi, the Lost Maiden	Valashmai Sea

LANGUAGES: Common, Aquan, Infernal

PATHFINDER ROLEPLAYING GAME

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	22	6	18	2	2	
INT	14	2	14			
WIS	10	0	10			
CHA	12	1	10	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 64

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 64

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Kineticist (Blood Kineticist)	59	5	3	30	5	4	4	1	5
FAVORED CLASS: Kineticist — TOTALS			3	30	5	4	4	1	5

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

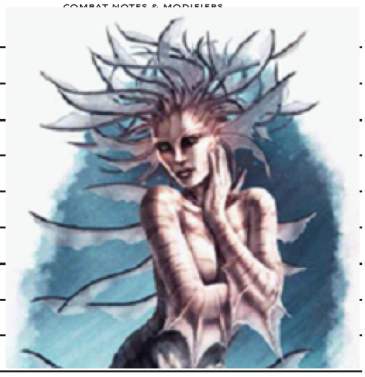
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	=10+	5	0	3	1				4	
TOUCH	18	=10+			3	1				4	
FLAT-FOOT	20	=10+	5	0	0	1				4	

ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	16%

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	4	6			
REF	7	4	3			
WILL	3	1	0		2	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	3		0	1	
RANGED ATTACK MODIFIER	7	3		3	1	
CMB	8	3	CON	6	1	-2
CMD	15	=10+ BAB 3	DODGE & DEFLECT 0	STR & DEX 3	1	-2



SKILLS

RANKS TOTAL TRAINED: 30

		TOTAL	RANKS	ABILITY	RANKS TOTAL TRAINED	MISC
☆ ☑ Acrobatics ♦	DEX	7	1	3	3	
☆ ☐ Appraise	INT	2		2		
☆ ☐ Bluff	CHA	3		1		2
☆ ☐ Climb ♦	STR	0		0		
☆ ☑ Craft:	INT	6	1	2	3	
☆ ☐ Diplomacy	CHA	1		1		
☐ Disable Device ♦	DEX			3		
☆ ☐ Disguise	CHA	3		1		2
☆ ☐ Escape Artist ♦	DEX	3		3		
☆ ☐ Fly ♦	DEX	3		3		
☐ Handle Animal	CHA			1		
☆ ☑ Heal	WIS	6	3	0	3	
☆ ☑ Intimidate	CHA	6	2	1	3	
☑ Kn: nature	INT	8	3	2	3	
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Linguistics	INT			2		
☆ ☑ Perception	WIS	8	5	0	3	
☆ ☐ Perform:	CHA	1		1		
☑ Prof:	WIS			0		
☆ ☐ Ride ♦	DEX	3		3		
☆ ☐ Sense Motive	WIS	0		0		
☐ Sleight of Hand ♦	DEX			3		
☐ Spellcraft	INT			2		
☆ ☑ Stealth ♦	DEX	11	5	3	3	
☆ ☐ Survival	WIS	0		0		
☆ ☑ Swim ♦	STR	8	5	0	3	
☑ Use Magic Device	CHA	9	5	1	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Cindarian (Humanoid: Aquatic, Merfolk) (CSBBB-36)
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 = 9
Gather Power (Su) Concentrate 1 rnd, reduce required burn by 3
Infusion (Su) substance/form, enhance wild talent
Kinetic Blast (Sp) - see spell page

Extra Wild Talent (x3)
Waterdancer: Increase move by 20'
Watersense: Blindsense 30'
metakinesis (empower) - cast empowered kinetic blast (burn=1)
Infusion Specialization (Ex) - reduce burn cost of infusions by x=1
Elemental Overflow (Ex) +x attack & +2x damage
where x = amount of burn (max = lvl/3)

EXPERIENCE: 15,000 / 23,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	5		30		

INIT 3 = 3 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES: cold burn*2

POOL POINTS: 9 Burn

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	studded leather armor +2	5	5		16	Lt	20.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Crossbow, light	+7	1d8	19-20,x2	80	P	4.0	
dagger +2	+4+2	1d4	19-20,x2	10	P,S	1.0	
kinetic blast	+7+2	3d6+3+6+2	20,x2	120	B		

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Archetype: Blood Kineticist (OA)		
Blood Focus (Ex): Water Element; Foes immune to bleed unaffected		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Cindarian Poison Spines: An unarmed or natural attacker takes		
1 point damage & 1 point of Dex damage;		
Multiple attacks received cumulative damage.		
The Dex damage remains for three rounds after the more recent hit.		

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	studded leather armor +2			
	dagger +2			
	ring of superior blood blasts +2 attack & damage			

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
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		100	200	500
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

SPELLS PER DAY

CLASS: Kineticist | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 110 | LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN: Hydrokineticist (Blood Kineticist)

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
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			kinetic blast						
			water blast (physical) - slam foe with stream of water	burn=0	instant	30'	none	no	
			metakinesis (empower) - cast empowered kinetic blast	burn=1					
			Infusions						
			Extend Range - extend range of kinetic blasts to 120'	Burn=1-1					
			Impale - kinetic blast damages all in 30' line	Burn=2-1					
			Bleeding Infusion (Su) - 1 point of bleed damage for every die of the blast's damage.	Burn=2-1					
			Defense & Utility Wild Talents						
			Basic Hydrokinesis: create water, purify water dry wet creatures and objects, or create currents	burn=0					
			Wrack: halve damage but untyped damage & ignore DR	burn=0					
			Shroud of Water: +4 AC armor of ice or water, (+5 for 1 burn)	burn=0 (1)					
			Watersense: gain blindsense 30' in water; tremorsense on land	-					
			Waterdancer: Increase move speed by 20'	burn=0					
			Water Manipulator: Manipulate massive quantities of water	burn=0					
			Cold Adaptation - Gain Cold resistance = 2*burn	burn=0					

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.