CHARACTER	PLAYER
Tule Kahju	David

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Ifrit	Medium	Female	5'8"	115	red	orange	copper

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
79	Chaotic Neutral		

LANGUAGES: common, Ignan

PATHFINDER ROLEPLAYING GAME

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	20	5	16	2	2	
CON	21	5	19		2	
INT	14	2	14			
WIS	11	0	13	-2		
CHA	17	3	15	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 109

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 109

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Kineticist (Pyrokineticist)	109	10	7	60		7	7	3	10
TOTALS		FAVORED CLASS	7	60	0	7	7	3	10

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	=10+	3	0	5						
TOUCH	15	=10+			5						
FLAT-FOOT	13	=10+	3	0	0						

ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	0%

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	7	5			
REF	12	7	5			
WILL	3	3	0			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	7	7			0		
RANGED ATTACK MODIFIER	12	7			5		
CMB	7	7	STR		0		
CMD	22	=10+	BAB 7	DODGE & DEFLECT 0	STR & DEX 5		

SKILLS

RANKS TOTAL TRAINED: 60

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☑ Acrobatics ♦	DEX	9	1	5	3	
☆☐ Appraise	INT	2		2		
☆☐ Bluff	CHA	3		3		
☆☐ Climb ♦	STR	0		0		
☆☑ Craft: Incendiaries	INT	14	9	2	3	
☆☐ Diplomacy	CHA	3		3		
☐ Disable Device ♦	DEX			5		
☆☐ Disguise	CHA	3		3		
☆☑ Escape Artist ♦	DEX	9	1	5	3	
☆☐ Fly ♦	DEX	5		5		
☐ Handle Animal	CHA			3		
☆☑ Heal	WIS	4	1	0	3	
☆☑ Intimidate	CHA	7	1	3	3	
☑ Kn: Nature	INT	14	9	2	3	
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Linguistics	INT			2		
☆☑ Perception	WIS	13	10	0	3	
☆☐ Perform:	CHA	3		3		
☑ Prof: Pyrotechnics	WIS	12	9	0	3	
☆☐ Ride ♦	DEX	5		5		
☆☐ Sense Motive	WIS	0		0		
☐ Sleight of Hand ♦	DEX			5		
☐ Spellcraft	INT			2		
☆☑ Stealth ♦	DEX	18	10	5	3	
☆☐ Survival	WIS	0		0		
☆☐ Swim ♦	STR	0		0		
☑ Use Magic Device	CHA	15	9	3	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

- Ifrit (BOE 6, ARG 128) - Native Outsider
- Darkvision 60'
- Burning Hands (Sp) 1/day CL = lvl
- Fire Affinity - fire spells Con+2, CL +1
- Kineticist (OA 10) HD d8 Skills 4 + Int Mod/lvl
- Prof: Simple Weapons & Light Armor, No shield
- Elemental Focus (Su) - Pyrokinesis
- Elemental Defense (Su) - Searing Flesh+2 dam to melee attacker (OA-17)
- Extra Wild Talent Feat x3
- Improved Initiative +4
- Wild Talents list (OA-14) DC 10 + lvl/2 + Con Mod
- Burn (Ex) max 3 + con mod (OA-11)
- Kinetic Blast (Sp) (OA-11)
- Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)
- Infusion (Su) substance/form, enhance wild talent (OA-12)
- Kinetic Counter Use fire blast to negate cold/ice spells (OA-136)
- Elemental Overflow (Ex) glow w/ fire & (OA-13)
- kinetic blast: add current burn + 3 to hit, twice that to dam
- w/ burn +2 to 2 abilities & 5% per burn negate critical effect
- infusion specialization - reduce burn of infusions by 2 (OA-13)
- internal buffer (Su) - add burn to buffer (OA-13)
- expanded Element (Su) pick fire again (OA-13)

EXPERIENCE: 105,000 / 105,000
SLOW ☐ MEDIUM ☑ FAST ☐

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	30				

INIT 9 = 5 (DEX MOD) + 4 (MISC MOD)

HERO

SR

DR

RESISTANCES: Fire 5+2burn, Cold 2burn

POOL POINTS: (Burn points)

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear of channeling fire +3 (fire blast burn=0)	current burn+3+3	5d6+5+Con Mod +current burnx2 + 6 +3	x3	20	P		
spear of channeling fire +3 (blue flame attack, burn=1)	current burn+3+3	10d6+10+ConMod+currentburnx2+6+3	x3	20	P		
dagger		1d4	19-20	10	P/S		

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's pack			15.0
	spear of kinetic channeling + 3			4.0
	dagger			1.0
	studded leather armor			15.0

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
0.0	0.0	35.0		35.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115		115	230	575
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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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: Pyrokineticist Wild Talents

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
	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
1			Basic Pyrokinesis - flare, light & spark (burn=0)						OA-23
1			flare						PCR
1			light						PCR
1			spark						APG
1			fire blast dam: 5d6+5+Con Mod (physical) or 5d6+1/2*Con mod (psychic) 1 creature (burn=0)	kinetic			No	Yes	OA-15
1			cold adaptation - continuous cold resistance = 2*burn (burn=0)	fire					OA-24
1			fan of flames - exapnd to 15' cone (burn=1) (Dex save -half) (burn=1-2=0)	infusion			Ref		OA-19
1			fire sculptor - move 1 square/lvl of fire to any spot contiguous to fire (burn=0)	fire					OA-24
1			fire's fury - add elemental overflow bonus to damage of fire blast (burn=0)						OA-24
1			heat adaptation - continuous fire resistance = 2*burn (burn=0)	fire					OA-25
1			burning infusion foe catches on fire, 1d6 dam/rnd, then +2 to hit (burn=1-2=0)	infusion			Ref		OA-17
			Searing Flesh+2 dam to melee attacker, +4 if used burn last turn (burn=0)	defense					OA-17
3			Flame Jet - burst of flame propels you 60' (burn=0)	utility					OA-25
1			extended range increase range to 120' (burn=1-2=0)	infusion					OA-19
3			Eruption pillar 40' tall, w/in 120', 10' radius (burn=2-2=0)	infusion			Dex		OA-19
1			Fire's Fury - add elemental overflow bonus to damage (burn=0)	utility					(OA-24)
5			Metakinesis (su) Empower (burn=1) or Maximize (burn=2) kinetic blasts						(OA-13)
5			Flame Shield (burn=1) flames surround you, melee attackers take 1/2 lvl dam, protect from cold 20 hp	utility					(OA-25)
			Blue flame blast 10d6+10+Con Mod (physical) or 10d6+1/2*Con mod (psychic) 1 creature (burn=2)	kinetic					(OA-16)
8			reverse shift - become ethereal for 10 rnds (burn=0)	utility					OA-26
5			Trail of flames - when you run, leave a wall of flame in each square behind last 1 rnds (burn=0)	utility					OA-28
9			From the Ashes - instead of dying burst into ashes, return next rnd w/ 50 hp (burn=2)	utility					OA-25
3			Extreme range increase range to 480' (burn=2-2=0)	infusion					OA-19
7			Pure Flame Infusion disregard spell resistance (burn=4-2=2)	infusion					OA-21
7			Explosion 480' radius 5', 10' , 15' or 20' (burn=4-2=2)	infusion					OA-19
1			Fan of Flames - extend kinetic blast to 15' cone (burn=1-2=0)	infusion					OA-19

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