'Aša David

DEITY

Kinetic Blast: Water Blast (braziers of water control +3)

Kinetic Blast: Cold Blast (braziers of water control +3)

Kinetic Blast: Ice Blast (braziers of water control +3)

AGE

ALIGNMENT

Talorani (Time Seer) Medium Female 5'0" 125 lbs dark green emerald It green SKIN RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES 215 Qi Zhong, Master of Medicine Neutral Good Lake Encarthan, Erages, Kyonin



ACCOUNT 10 1 1 1 1 1 1 1 1 1
Touch 16 3 16 10 10 10 10 10 10 10
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FEATS & FEATURES CLASS FEATURES, ACIOL TRAITS, FEATS, AND CHARACTER FEATURES Race: Talorani (ToH4, 230) (aquatic, talorani) Aquatic/Amphibious: swim 30, breathe air & water Natural Armor +1 AC Deep-Dweller: Darkvision 120' & Low-Light Vision ** RIDE * ** Stense Motive Wis -2 3 3
FEATS & FEATURES CLASS FEATURES, ACICAL TRAITS, FEATS, AND CHARACTER FEATURES Race: Talorani (ToH4, 230) (aquatic, talorani) Aquatic/Amphibious: swim 30, breathe air & water Natural Armor +1 AC Deep-Dweller: Darkvision 120' & Low-Light Vision **SFRACIRE FEATURES* SLEIGHT OF HAND + DEX 3 3 3 3 3 3 3 3 3
Race: Talorani (ToH4, 230) (aquatic, talorani) Aquatic/Amphibious: swim 30, breathe air & water Peat: Extra Utility (x2) & Extra Infusion (x2) Deep-Dweller: Darkvision 120' & Low-Light Vision Parace: Talorani (ToH4, 230) (aquatic, talorani) Weapon Focus: Kinetic Blast - Water Blast +1 ** Steal Infusion (x2) ** Survival ** Survival ** Swim * Str 14 10 1 3 3 3 3 3 3 3 3 3
Race: Talorani (ToH4, 230) (aquatic, talorani) Aquatic/Amphibious: swim 30, breathe air & water Peat: Extra Utility (x2) & Extra Infusion (x2) Natural Armor +1 AC Deep-Dweller: Darkvision 120' & Low-Light Vision Weapon Focus: Kinetic Blast - Water Blast +1 ** Stralth ** Dex 16 10 3 3 ** Survival ** Survival ** Survival ** Swim ** ** Swim ** ** Use Magic Device ** CHA ** STR ** STR
Aquatic/Amphibious: swim 30, breathe air & water Natural Armor +1 AC Deep-Dweller: Darkvision 120' & Low-Light Vision Feat: Extra Utility (x2) & Extra Infusion (x2) **Z SWIM * STR 14 10 1 3 Use MAGIC DEVICE CHA 3 1 -1 3 STR
Natural Armor +1 AC Deific Obedience ★☑ Swim + STR 14 10 1 3 Deep-Dweller: Darkvision 120' & Low-Light Vision □ STR □ □ STR □ □
Deep-Dweller: Darkvision 120' & Low-Light Vision
Deep-Dweller. Darkvision 120 & cow-Light vision
Empathic Communication: 20' w/ Sense Motive for non-Talorani
Time Seer Template (Adv. Besitary, 263) - See instant into future
AC: +2 Dodge; Wis +4; Cha -2;
Uncanny Dodge (Ex) - no flatfoot * skill can be used untrained * Armor check penalty applies *
Conflicted Vision (Ex) Wis Check DC 10 before initiative EXPERIENCE SLOW MEDIUM 2 FAST 105,000 / 155,000
- 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 had -4 on payt attack, check or save
Spell-like Ability: Augury (at will); True Strike, Vision (1/day) skills: +5 Knowledge, Perception, Spellcraft; -5 Sense Motive
Spell-like Ability. Adgaty (at will), Title Bulke, Vision (17day) skills. 15 Knowledge, 1 eldephon, Spellidari, 15 Sellse Motive RESISTANCES electricity 10 (eel hide)
ARMOR & WEAPONS POOL POINTS
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT
Hide armor of the Talorani (electric eel hide) +3 6 5 0 15 Lt 18.0
SHIELD
WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES Kinetic Right: Water Right (Argziers of water control +3) +0+3+1 5d6+5 dam + Con Mod+3 10-20 v2 180 R

5d6+5 dam + Con Mod+3

5d6+5 dam + Con Mod+3

5d6+5 dam + Con Mod+3

19-20,x2

20,x2

20,x2

480

480

480

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ranged touch, 1/2 cold dam

1/2 cold dam

+9+3+1

+9+3

+9+3

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 - 5d6+5 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 +3 attack & +6 dam per burn	0	
Infusion Specialization (Ex): reduce infusion (burn by 2)	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			
æ	ITEM	QTY / USES	WGT N/A	WEIGHT
\vdash	Prestige Class: Evangelist (ISG)			
⊢	HD: d8 skills 6+ Int Mod			
⊢	Weapon & Armor Prof: all simple weapons and light armor			
⊢	Obedience (Ex): Must perform daily obedience			
╙	Skilled: add Survival & Knowledge(planes) to class skills			
ᆫ	Aligned Class (Ex): Kineticist			
	Protective Grace (Su) +1 dodge AC			
L	Boon #1: Create Healing Water (3/day) as Cure Moderate Wounds			
	Gift of Tongues: +1 language (Aboleth)			
	Multitude of Talents (Ex) +4 untrained skill checks			
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H	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
L	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	
	Elemental Overflow: +2 two physical ability scores when burn>=3		0.0	
	Internal Buffer (Su) store 1 point burn in buffer		1.0	
	Metakinesis (Su): Maximize (metamagic) blast		2.0	
	Expanded Element: Water (again) Cold Blast, ranged touch attack		0.0	
	Ice Blast (composite) water/water half cold,half P		2.0	
	Chilling Infusion - cold blasts leave foe staggered 1 rnd		3.0	
	Cloud Infusion - 20' rad, dam/4 to all, no save + obscuring mist		4.0	
	Fragmentation infusion - blast + 20' rad of half dam (Ref save)		4.0	
	Ice Path - create trail of ice as air walk		0.0	
	Suffocate - fill throat w/ water (burn 0) & reduce to 0 hp (burn 1)		0.0	
	Tidal Wave - call forth a powerful tidal wave, as tsunami.		1.0	
	braziers of water control +3			
	+3 attack & damage to water-based kinetic blast			
	improved critical to kinetic blast			
	Hide armor of the Talorani (electric eel hide) +3			
	Resistance Electricity 10			
	+10 swim speed			
	endure elements (pressure/cold of deep water)			
	Belt of Mighty Constitution +6			

w	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	CARRIE	WGT N/A	STORED				
PLATINUM								
GOLD								
SILVER								
COPPER								
	CARRIED WEIGHT							
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL				
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