

'Aša  
 CHARACTER  
 Talarani (Time Seer) Medium Female  
 RACE & LA SIZE GENDER  
 215 Neutral Good Qi Zhong, Master of Medicine  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Talarani, Aquan, Common, Elven, Sylvan, Celestial, Aboleth

David  
 PLAYER  
 5'0" 125 lbs dark green emerald Lt green  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Lake Encarthan, Erages, Kyonin  
 HOMETELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	12			
<b>DEX</b>	16	3	16			
<b>CON</b>	30	10	18	2	4	6
<b>INT</b>	14	2	14			
<b>WIS</b>	16	3	10	2	4	
<b>CHA</b>	8	-1	12	-2	-2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>127</b>	59	5	kineticist	3	30	5	4	4	1	5	
	63	5	Evangelist	3	40		1	3	1	5	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	127	FAVORED CLASS	kineticist	<b>TOTALS</b>	6	70	5	5	7	2	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	22	-10+	6	0	3	3				
<b>TOUCH</b>	16	-10+			3	3				
<b>FLAT-FOOT</b>	16	-10+	6	0	0					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	15	5	10			
<b>REF</b>	10	7	3			
<b>WILL</b>	5	2	3			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	7		1			
<b>RANGED</b>	9		3			
<b>CMB</b>	16	6	CON	10		
<b>CMD</b>	23	-10+	B6B	DODGE & DEFLECT 3	STR & DEX 4	

COMBAT NOTES & MODIFIERS

second attack @ +1 BAB

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	70
<input checked="" type="checkbox"/> ACROBATICS *	DEX	8	2	3	3
<input type="checkbox"/> APPRAISE	INT	2		2	
<input type="checkbox"/> BLUFF	CHA	-1		-1	
<input type="checkbox"/> CLIMB *	STR	1		1	
<input checked="" type="checkbox"/> CRAFT:	INT	6	1	2	3
<input checked="" 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 type="checkbox"/> FLY *	DEX	3		3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			-1	
<input checked="" type="checkbox"/> HEAL	WIS	11	5	3	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	12	10	-1	3
<input checked="" type="checkbox"/> KN: (nature)	INT	12	2	2	3
<input checked="" type="checkbox"/> KN: religion	INT	15	5	2	3
<input checked="" type="checkbox"/> KN: planes	INT	15	5	2	3
<input type="checkbox"/> KN:	INT			2	5
<input type="checkbox"/> KN:	INT			2	5
<input type="checkbox"/> KN:	INT			2	5
<input type="checkbox"/> LINGUISTICS	INT	5	3	2	
<input checked="" type="checkbox"/> PERCEPTION	WIS	21	10	3	3
<input type="checkbox"/> PERFORM:	CHA	-1		-1	
<input checked="" type="checkbox"/> PROF:	WIS	7	1	3	3
<input type="checkbox"/> RIDE *	DEX	3		3	
<input type="checkbox"/> SENSE MOTIVE	WIS	-2		3	-5
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			2	5
<input checked="" type="checkbox"/> STEALTH *	DEX	16	10	3	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	5	3	3
<input checked="" type="checkbox"/> SWIM *	STR	14	10	1	3
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	3	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				

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Talarani (ToH4, 230) (aquatic, talarani)	Weapon Focus: Kinetic Blast - Water Blast +1
Aquatic/Amphibious: swim 30, breathe air & water	Feat: Extra Utility (x2) & Extra Infusion (x2)
Natural Armor +1 AC	Deific Obedience
Deep-Dweller: Darkvision 120' & Low-Light Vision	
Empathic Communication: 20' w/ Sense Motive for non-Talarani	
Time Seer Template (Adv. Bestiary, 283) - see instant into future	
AC: +2 Dodge; Wis +4; Cha -2;	
Uncanny Dodge (Ex) - no flatfoot	
Conflicted Vision (Ex) Wis Check DC 10 before initiative	
- 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 bad -4 on next attack, check or save	
Spell-like Ability: Augury (at will); True Strike, Vision (1/day)	skills: +5 Knowledge, Perception, Spellcraft; -5 Sense Motive

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  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	20		40		

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES electricity 10 (eel hide)

POOL POINTS

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Hide armor of the Talarani (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 Blast: Water Blast (braziers of water control +3)	+9+3+1	5d6+5 dam + Con Mod+3	19-20,x2	480	B		
Kinetic Blast: Cold Blast (braziers of water control +3)	+9+3	5d6+5 dam + Con Mod+3	20,x2	480	B		ranged touch, 1/2 cold dam
Kinetic Blast: Ice Blast (braziers of water control +3)	+9+3	5d6+5 dam + Con Mod+3	20,x2	480	P		1/2 cold dam

