

Deighe (ice) David
 CHARACTER PLAYER
 Barbegazi Small Female 3' 5" 41 lbs White Deep Blue White
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 48 Neutral Pharasma Winterwall Glacier, Irrisen
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Barbegazi, Common, Gnome, Aquan, Auran



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	18	4	16	2		
CON	20	5	18	2		
INT	17	3	17			
WIS	12	1	12			
CHA	8	-1	10	-2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
38	24	2	humanoid	1	10	2	3	0	0	2		
	11	1	kineticist	0	7	1	2	2	0	1		
TOTAL HP	38		kineticist	TOTALS	1	17	3	5	2	0	3	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	4	1		2		
TOUCH	15	-10+			4	1				
FLAT-FOOT	16	-10+	3	0	0	1		2		

SKILLS RANKS TOTAL 17

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	4	3
<input type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	-1		-1	
<input checked="" type="checkbox"/> CLIMB *	STR	5	1	2	3
<input checked="" type="checkbox"/> CRAFT: trapmaking	INT	10	1	3	3
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1	
<input type="checkbox"/> DISABLE DEVICE *	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	-1		-1	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3		4	
<input type="checkbox"/> FLY *	DEX	3		4	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	3	1	-1	3
<input checked="" type="checkbox"/> HEAL	WIS	1	0	1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	3	1	-1	3
<input checked="" type="checkbox"/> KN: nature	INT	7	1	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	3	1	3
<input type="checkbox"/> PERFORM:	CHA	-1		-1	
<input checked="" type="checkbox"/> PROF:	WIS			1	
<input checked="" type="checkbox"/> RIDE *	DEX	3		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			3	
<input checked="" type="checkbox"/> STEALTH *	DEX	12	3	4	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	10	3	1	3
<input checked="" type="checkbox"/> SWIM *	STR	5	1	2	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				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	5	5			
REF	6	2	4			
WILL	1	0	1			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	1		2	1	
RANGED	6	1		4	1	
CMB	5	1	CON	5	1	-2
CMD	16	-10+	B1B	0	6	-2

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

Race: Barbegazi (humanoid) (gnome) (cold) HD: 8 Improved Initiative +4
 Small; Low Light Vision; Burrow 20'; +2 Natural AC Weapon Focus: Kinetic Blast - Water Blast +1
 Sp Abilities: Chill Metal, Icicle Blast (cold burning hands) (DC 13) 1/day
 Snow Move (Ex): - no move penalty in snowy and icy terrain
 Class: Kineticist (OA) HD: d8 skills 4+Int Mod
 Prof: all simple weapons and light armor
 immune cold, vulnerable fire
 Elemental Focus: Water (hydrokinesis)
 Kinetic Blast: Water blast
 Burn (Ex): max 3 + Con Mod = 8
 Gather Power & Infusion (details w/ spells)

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20				20
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	immune cold				
POOL POINTS	Burn				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Kinetic Blast: Water Blast	+6+1	1d6+1 dam + Con Mod	x2,20	30	B		
dagger	+6	1d3	x2,19-20	10	P/S	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON

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
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			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						
1			Kinetic Blast: Water Blast - 1d6+1 dam + Con Mod	burn = 0		30'			
1			Gather Power (Su) - reduce burn of a talent by 1 (same round), 2 or 3 (next round)	burn=0					
1			Quenching Infusion - put out normal or magical fires	burn=1or2					