Mitätön Kara
CHARACTER

David
PLAYER

Kasatha — CHARACTER | **Medium** SIZE | **male** GENDER
RACE & LA

5'10" HEIGHT | **165** WEIGHT | **none** HAIR | **black** EYES | **pale gray** SKIN

PATHFINDER
ROLEPLAYING GAME

28 AGE | **Chaotic Neutral** ALIGNMENT | **none** DEITY

Castrovel
HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: **Kasathan, Androffan, Common, Abyssal**

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	20	5	18	2		
CON	20	5	20			
INT	16	3	16			
WIS	16	3	14	2		
CHA	9	-1	9			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP
13

HP GAINED	HD
13	1

NONLETHAL HP DAM
TEMPORARY HP

| TOTAL HP | 13 | FAVORED CLASS | |

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
kineticist (void element)	0	7		2	2	0	1
TOTALS	0	7	0	2	2	0	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	=10+	3	0	5		2				
TOUCH	17	=10+			5		2				
FLAT-FOOT	13	=10+	3	0	0						

ARMOR CHECK PENALTY	0
MAXIMUM DEX	--
SPELL FAILURE	0%

COMBAT NOTES & MODIFIERS

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	2	5			
REF	7	2	5			
WILL	3	0	3			

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	1	0		1		
RANGED ATTACK MODIFIER	5	0		5		
CMB	1	0	STR	1		
CMD	18	=10+	BOB 0	DODGE & DEFLECT 2	STR & DEX 6	

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

Kasatha Race (People of the Stars = PotS 8)

Defensive Training (Ex) +2 Dodge AC (PotS 8)

Desert Stride (Ex) move through difficult desert at normal speed (PotS 8)

Jumper (Ex) always have running start on jump checks (PotS 8)

Multi-Armed (Ex) has 4 arms (PotS 8)

Stalker (Ex) Perception & Stealth are class skills (PotS 8)

Kineticist class HD=8 (OA-10)

Prof: simple weapons & light armor

Elemental Focus (Su) Void (Occult Origins = OO-6)

Basic Manipulation: Basic Chaokinesis (OO-6)

Kinetic Blast (Sp): negative Blast (OO-7)

Burn (Ex): max 3 + Con Mod = 8 (OA-11)

Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)

Infusion (Su) substance/form, enhance wild talent (OA-12)

Technologist trained in all tech-related checks (Technology Guide = TG 7)

Improved Initiative +4

Weapon Focus - Kinetic Blast +1

SKILLS

RANKS TOTAL **7**

		TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ◆	DEX	9	1	5	3	
*☐ Appraise	INT	3		3		
*☐ Bluff	CHA	-1		-1		
*☐ Climb ◆	STR	1		1		
*☑ Craft: mechanical	INT	7	1	3	3	
*☐ Diplomacy	CHA	-1		-1		
☐ Disable Device ◆	DEX			5		
*☐ Disguise	CHA	-1		-1		
*☑ Escape Artist ◆	DEX	9	1	5	3	
*☐ Fly ◆	DEX	5		5		
☐ Handle Animal	CHA			-1		
*☑ Heal	WIS	3		3		
*☐ Intimidate	CHA	3	1	-1	3	
☑ Kn: dungeoneering	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Linguistics	INT			3		
*☐ Perception	WIS	7	1	3	3	
*☐ Perform:	CHA	-1		-1		
*☑ Prof: astronomy	WIS	7	1	3	3	
*☐ Ride ◆	DEX	5		5		
*☐ Sense Motive	WIS	3		3		
☐ Sleight of Hand ◆	DEX			5		
☐ Spellcraft	INT			3		
*☑ Stealth ◆	DEX	9	1	5	3	
*☐ Survival	WIS	3		3		
*☐ Swim ◆	STR	1		1		
☐ Use Magic Device	CHA			-1		
☐	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

EXPERIENCE
SLOW ☐ MEDIUM ☐ FAST ☑ | / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

| INIT | 9 | = | 5 DEX MOD | + | 4 MISC MOD |

HERO	
SR		DR	
RESISTANCES	5 cold, acid, elect
POOL POINTS	Burn

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: INSSuit (TG-31) +3 AC, resist 5 cold, acid, elect	3					
SHIELD:						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Kasatha Spinal Dagger	+5	1d4	x3	10	P,S	1.0	
Kinetic Blast: Negative Blast	+5+1	(1d6)/2 lvls + 1/2ConMod dam+5	x2	30	B		negative energy

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's kit			
	Kasatha Spinal Dagger			
	(1d6)/2 lvls + 1/2ConMod dam	2	1.0	2.0
	INSSuit (TG-31) +3 AC, resist 5 cold,acid,elect			10.0

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	20		
SILVER	20		
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
1.0	0.8	12.0		13.8

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0	MODIFIED LOAD		0	0	0
CURRENT LOAD		LIGHT ☑	MEDIUM ☐		HEAVY ☐	

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	
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 Chaokinesis	burn=0					OO-6
			Your shadow protects targets from bright light	burn=0	-				
			Change gravity to increase a target's carrying capacity by 50% or grant +4 acrobatics/jump	burn=0	1 hr				
1			Negative Blast (1d6)/2 lvls + 1/2ConMod dam, negative energy damage	burn=0	instant1	30'			OO7,OA15
1			Void Healer - heal w/ negative energy equal to negative blast dam (heals undead, damages others)	burn=1	instant	touch	none	yes	OO7,OA26
1			Pulling Infusion - negative blast drags all hit targets 5' closer	burn=1	instant		none		OO-7
1			Pushing Infusion - negative blast pushes all hit targets 5' farther	burn=1	instant		none		OA-21