

Mitätön Kara

CHARACTER	Medium		male
RACE & LA	Kasatha	SIZE	GENDER
AGE	28	ALIGNMENT	Chaotic Neutral
		DEITY	none

LANGUAGES: Kasathan, Androffan, Common, Abyssal

David

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

HOMELAND & BACKGROUND OCCUPATION: Castrovell



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	20	5	18	2		
CON	28	9	20	8		
INT	16	3	16			
WIS	16	3	14	2		
CHA	9	-1	9			

HITPOINTS

CURRENT HP	HP GAINED	HD
132	132	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	132	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
kineticist (void element)	7	70		7	7	3	10
TOTALS	7	70	0	7	7	3	10

ABILITY SCORE & RACIAL NOTES	
------------------------------	--

CONDITIONS & MISCELLANEOUS TRACKING	
-------------------------------------	--

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	6	0	5	2				
TOUCH	17	-10+			5	2				
FLAT-FOOT	16	-10+	6	0	0					

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

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	16	7	9		
REF	12	7	5		
WILL	7	3	3	1	

COMBAT NOTES & MODIFIERS

Second attack BAB +2

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8		7	1	
RANGED	12		7	5	
CMB	12	7	DEX	5	
CMD	25	-10+	B7B	DODGE & DEFLECT 2	STA & DEX 6

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Kasatha Race (People of the Stars = PotS 8)	Technologist trained in all tech-related checks (Technology Guide = TG 7)
Defensive Training (Ex) +2 Dodge AC (PotS 8)	Improved Initiative +4
Desert Stride (Ex) move through difficult desert at normal speed (PotS 8)	Weapon Focus - Kinetic Blast +1
Jumper (Ex) always have running start on jump checks (PotS 8)	Penetrating Strike (ignore dam resist 5) (PCR-131)
Multi-Armed (Ex) has 4 arms (PotS 8)	Greater Penetrating Strike (ignore dam resist 10) (PCR-125)
Stalker (Ex) Perception & Stealth are class skills (PotS 8)	Additional Kineticist Wild Talent (x2) (OA-133)
Kineticist class HD=8 (OA-10)	
Prof: simple weapons & light armor	
Elemental Focus (Su) Void (Occult Origins = OO-6)	Expanded Elements (Su) - choose void again (OA-13)
Basic Manipulation: Basic Chaokinesis (OO-6)	Internal Buffer (Su) - store x=1 burn in internal buffer (OA-13)
Kinetic Blast (Sp): negative Blast (OO-7)	Infusion Specialization reduce infusion burn by x=2 (OA-13)
Burn (Ex): max 3 + Con Mod = 8 (OA-11)	Elemental Overflow +1 attack/3 lvls, +2 dam/3 lvls(OA-13)
Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)	& +2 two abilities & escape critical 5%*current burn
Infusion (Su) substance/form, enhance wild talent (OA-12)	

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 18	10	5	3	
* APPRAISE	INT 3		3		
* BLUFF	CHA -1		-1		
* CLIMB *	STR 1		1		
* CRAFT: mechanical	INT 16	10	3	3	
* DIPLOMACY	CHA -1		-1		
* DISABLE DEVICE *	DEX		5		
* DISGUISE	CHA -1		-1		
* ESCAPE ARTIST *	DEX 18	10	5	3	
* FLY *	DEX 5		5		
* HANDLE ANIMAL	CHA		-1		
* HEAL	WIS 7	1	3	3	
* INTIMIDATE	CHA 11	9	-1	3	
* KN: dungeoneering	INT 7	1	3	3	
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* LINGUISTICS	INT		3		
* PERCEPTION	WIS 16	10	3	3	
* PERFORM:	CHA -1		-1		
* PROF: astronomy	WIS 15	9	3	3	
* RIDE *	DEX 5		5		
* SENSE MOTIVE	WIS 3		3		
* SLEIGHT OF HAND *	DEX		5		
* SPELLCRAFT	INT		3		
* STEALTH *	DEX 18	10	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 <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	/ 105,000
------------	--	-----------

SPEED	BASE 30	FLY	SWIM	CLIMB	MISC
-------	---------	-----	------	-------	------

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

HERO	
------	--

SR		DR	
----	--	----	--

RESISTANCES	10 cold,acid,elect & 1 negative
-------------	---------------------------------

POOL POINTS	Burn
-------------	------

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Second Generation INSSuit +6 AC, resist 10 cold,acid,elect	6					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Kasatha Spinal Dagger	+12	1d4	x3	10	P,S	1.0	
Kinetic Blast: Negative Blast	+12+1+3	(1d6)2 lvls + 1/2ConMod dam+5+6	19-20,x3	30	B		negative energy, ignores dam reduction 10
Kinetic Blast: Gravity Blast	+12+1+3	(1d6+1)2 lvls + ConMod+5+6	x2	30	B		force energy
Composite Blast: Negative/Gravity	+12+1+3	(2d6+1)2 lvls + Con Mod+5+6	19-20,x3	30	B		negative energy

SPELLS PER DAY

CLASS LEVEL

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

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

TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS

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

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

TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS

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			Gravity Blast - (1d6+1)/2 lvls + ConMod dam, bludgeoning force damage	burn=0	instant	30'			OO7
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=0*	instant		none		OO-7
1			Pushing Infusion - negative blast pushes all hit targets 5' farther	burn=0*	instant		none		OA-21
			* = burn reduced by Infusion Specialization						
2			Eyes of the Void - Darkvision 60'	burn=0	permanent	personal	-	-	OO-7
2			No Breath - You don't breathe & you can survive in the vacuum of space	burn=0	permanent	personal	-	-	OO-7
2			Emptiness - negative energy resistance 1, 5% ignore crits, +1 Will, all increase with each burn	burn=0					OO-7
3			Darkness Infusion - Kinetic Blast contains darkness along path until end of next turn	burn=0*					OO-6
3			Gravity Control (move as Flame Jet, OA-25) move 60' in straight line	burn=0		personal			OO-7
4			Singularity - 5' radius, all creatures take 1/2 negative blast, next turn 10', next 15'	burn=1*		30'	reflex		OO-7
5			Eyes of the Void (greater) - You can see in darkness	burn=0	permanent	personal			OO-7
5			Gravity Control (greater) - use gravity control as a move action & can hover	burn=0		personal			OO-7
5			Metakinesis (Empower) - Empower kinetic blasts - increase variables by 50%	burn=1					OA-13
6			Darkness Infusion (Greater) - kinetic blast creates deeper darkness, 60' rad, magical	burn=2*					OA-6
6			Suffocate - create void around creature, use 1 burn to expel air from lungs first	burn=0	concentrate	120'	fort	yes	OA-27
7			Composite Blast - Gravity/Negative (2d6+1)/2 lvls + Con Mod	burn=2					OA-15
7			Enervating Infusion - kinetic blast drains 1 lv	burn=2*					OA-7
8									
9			Gravity Master(as reverse gravity, PCR-335)	burn=0	1 rnd/lvl	medium	none	no	OO-7
9			Metakinesis (Maximize) - Maximize kinetic blasts - maximize variables	burn=2					OA-13