

Polbo
 CHARACTER: Skindancer Weremantis Medium Female
 RACE & LA: 16 Chaotic Neutral The Lost Prince
 AGE: 16 Alignment: Chaotic Neutral Deity: The Lost Prince
 LANGUAGES: Common, Aklo, Sylvan

Hebeloma
 PLAYER: 5' 4" 110 lbs none black
 HEIGHT WEIGHT HAIR EYES SKIN
 The First World
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	18	4	16	2		
CON	18	4	18			
INT	12	1	14	-2		
WIS	14	2	10	4		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME								
13	12	1	Kineticist (Blightburner)								
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	13	FAVORED CLASS	Kineticist	TOTALS	0	5	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 16%

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

COMBAT NOTES & MODIFIERS

unique experience
 conce...
 abi...
 of...
 stre...
 offer...
 to t...

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	4	0		4		
CMB	4	0	CON	4		
CMD	14	-10+	BOB	0	STR & DEX	4

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS	8	1	4	3						
* APPRAISE	1		1							
* BLUFF	2		0		2					
* CLIMB	0		0							
* CRAFT	1		1							
* DIPLOMACY	0		0							
* DISABLE DEVICE			4							
* DISGUISE	2		0		2					
* ESCAPE ARTIST	4		4							
* FLY	4		4							
* HANDLE ANIMAL			0							
* HEAL	6	1	2	3						
* INTIMIDATE	0		0							
* KN: dungeoneering			1							
* KN:			1							
* KN:			1							
* KN:			1							
* KN:			1							
* KN:			1							
* LINGUISTICS			1							
* PERCEPTION	6	1	2	3						
* PERFORM	0		0							
* PROF:			2							
* RIDE	4		4							
* SENSE MOTIVE	2		2							
* SLEIGHT OF HAND			4							
* SPELLCRAFT			1							
* STEALTH	8	1	4	3						
* SURVIVAL			2							
* SWIM	0		0							
* USE MAGIC DEVICE	4	1	0	3						

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

Race: Skindancer (humanoid (shapechanger)) (Wayfinder Bestiary 140)	Class: Kineticist HD: d8; skills 4+Int Mod
Low-Light Vision	Elemental Focus (Su) Earth
Change Shape: As alter self, no stat changes (at will)	Basic Manipulation: Geokinesis
Deadly Flesh (Ex): Flesh is Poisonous to consume	Burn (Ex): max 3+Con Mod = 7
Toxic Ancestry (Ex) +4 vs spore and fungal-based effects	Gather Power (Su) Concentrate 1 rnd, reduce required burn by 3
Mental Resistance: +2 Will saves	Infusion (Su) substance/form, enhance wild talent
Infiltrator: +2 Disguise & Bluff	Kinetic Blast (Sp) - see spell page
Advanced Template: Entrothrope (Werespider) (B6-116)	Prof: Simple Weapons & Light Armor
Change Shape: Can assume giant mantis form or hybrid form	Extra Wild Talent Feat
Insect Mind: +4 save vs. Mind-affecting effects	
- Animal form: as Giant Mantis (B1)	
w/ lunge, mandibles & sudden strike	
Animal & Hybrid form: +2 Natural AC, +2 Dex, +2 Con	
climb 30 ft. fly 40 ft. (poor) Melee 2 claws(1d6+3 plus grab)	
Curse of Entrothrope: Bite transmits entrothrope	Entrothropic Empathy: +4 diplomacy w/ mantis-kind

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	30				
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS	7				Burn

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: studded leather armor	3	5		16	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Crossbow, light	+4	1d8	19-20,x2	80	P	4.0	
dagger		1d4	19-20,x2	10	P,S	1.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Archetype: Blightburner (Heroes of the Darklands - 25) harness radiation			
Blightburn Manipulation: Cause self to glow like torch (at will)			
Use hands to slowly heat object warm (can cook food)			
Use hands to deal 1 pt dam/minute (cause blistering)			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Poison (Ex) Flesh-ingested; save Fort DC 10 + 1/2 Hit Dice + Constitution modifier;			
frequency 1/round for 3 rounds; initial effect unconsciousness for 1 minute;			
secondary effect 1d2 Wis; cure 1 save.			

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

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			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
25.0	0.0	0.0		25.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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="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
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			basic geokinesis						
			earth blast (physical) - send clumps and shards of earth flying at foe	burn=0	instant	30'	none	no	
			Infusions						
			Extend Range - extend range of kinetic blasts to 120'	Burn=1					
			Defense & Utility Wild Talents						
			Flesh of Stone - DR 1/adamantine +1 DR/burn (max lvl)	burn=0					