CHARACTER	PLAYER
Torden	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Jinnborn	Medium	Female	5'1"	115 lbs	white	white	bluish brown

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
19	Neutral	Irori, Master of Masters	Katheer, Qadira

LANGUAGES: Common, Auran, Aquan, Terran

PATHFINDER ROLEPLAYING GAME

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	14			
CON	14	2	12	2		
INT	14	2	16	-2		
WIS	10	0	10			
CHA	20	5	18	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 11

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 11

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Stormcaller (Summoner)	10	1	0	4	1	0	0	2	1
TOTALS			0	4	1	0	0	2	1

FAVORED CLASS: Summoner

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

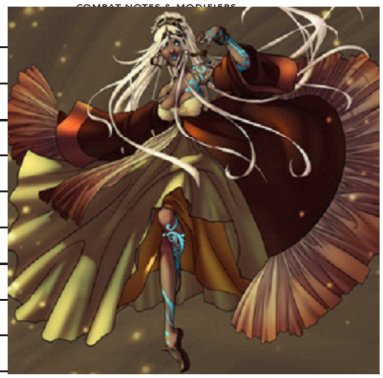
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	=10+	3	0	2						
TOUCH	12	=10+			2						
FLAT-FOOT	13	=10+	3	0	0						

ARMOR CHECK PENALTY	-1
MAXIMUM DEX	6
SPELL FAILURE	10%

COMBAT NOTES & MODIFIERS

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

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	0	0			0		
RANGED ATTACK MODIFIER	2	0			2		
CMB	5	0	CHA		5		
CMD	12	=10+	BAB 0	DODGE & DEFLECT	STR & DEX 2		



SKILLS

RANKS TOTAL TRAINED: 4

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ♦	DEX	1		2		
☆ ☐ Appraise	INT	2		2		
☆ ☐ Bluff	CHA	5		5		
☆ ☐ Climb ♦	STR	-1		0		
☆ ☑ Craft:	INT	2		2		
☆ ☐ Diplomacy	CHA	8	1	5		2
☐ Disable Device ♦	DEX			2		
☆ ☐ Disguise	CHA	5		5		
☆ ☐ Escape Artist ♦	DEX	1		2		
☆ ☑ Fly ♦	DEX	1		2		
☑ Handle Animal	CHA			5		
☆ ☐ Heal	WIS	0		0		
☆ ☐ Intimidate	CHA	5		5		
☑ Kn: (all)	INT	6	1	2	3	
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☑ Linguistics	INT			2		
☆ ☐ Perception	WIS	0		0		
☆ ☐ Perform:	CHA	5		5		
☑ Prof:	WIS			0		
☆ ☑ Ride ♦	DEX	1		2		
☆ ☐ Sense Motive	WIS	2		0		2
☐ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT	6	1	2	3	
☆ ☐ Stealth ♦	DEX	1		2		
☆ ☐ Survival	WIS	0		0		
☆ ☐ Swim ♦	STR	-1		0		
☑ Use Magic Device	CHA	9	1	5	3	
☐	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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Jinnborn (humanoid) (ARC 144)
Negotiator: +2 Diplomacy & Sense Motive
Low-Light Vision
Touch of the Jinn (Su): Element Air
Elemental Bolt (Su): ranged touch attack 1d6 electric dam (Cha Mod/day)
Protection of the Jinn (Su): Resistance electric 5

Class: Summoner: HD d8; skills 2 + Int Mod
Archetype: Stormcaller (Elemental Master's Handbook 16)
Weapon Prof: All Simple Weapons; Armor Prof: Light Armor
Eidolon: Extraplanar Companion (Genie Eidolon EMH 27)
Life Link: master lose 1 hp to save eidolon hp damage
Summon Monster I (Sp) (3+ChaMod=8/day)
Or Call Lightning: 1d6 dam/bolt

Augment Summoning: Summoned creatures gain +4 Str & +4 Con

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT 2 = 2 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES: electric 5

POOL POINTS

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Spider-silk bodysuit	3	6	-1	10	Lt	4.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Elemental Bolt	+2	1d6 electricity	20,x2	60			(ranged touch)
dagger (melee)		1d4	19-20,x2	10	S		
dagger (ranged)	+2	1d4	19-20,x2	10	P		

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Eidolon: Genie Eidolon: Scheherazade		
Base Form: Biped (limbs [arms], limbs [legs], slam). Medium		
HP: 11; HD 1; BAB +1; Fort 2; Ref 0; Will 2; Move 30; AC +2;		
Skills 4; Feats 1; AC +0; Str/Dex +0;		
Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11		
Evolution Pool: 3; Max Attacks 3; Darkvision 60';		
Link: Mental Link w/ Master; Share Spells: Cast you spells on Eidolon		
Fly (D) rank: 1; +4; Perception (W) rank 1; +3;		
Sense Motive (W) rank 1; +3; Stealth (D) rank 1; +4;		
Attack: Scimitar (x2) dam: +4 attack damage 1d6 18–20/x2 (S)		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Base: Weapon Training (Ex): Prof: All Simple & Martial Weapons		
Resistance (Ex) Electricity 5		
Feat: Two-Weapon Fighting (Combat) (-2, -2))		

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spider-silk bodysuit			
	daggers (x2)			
	Ring of Spell Focus (Conjuration) - Grants feat			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Genie Eidolon: Scheherazade			

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
4.0	0.0	0.0		4.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Summoner | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					4
16	1st	3	1	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	110	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	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
1			Summon Monster 1 - eagles only w/ electrical immunity	conjuration					
1			Rejuvenate Eidolon, Lesser - Eidolon cured 1d10 damage +1/level (max +5)	conjuration					
1			Unseen Servant - Invisible force obeys your commands	conjuration					

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