

Torden
 CHARACTER: Jinnborn Medium Female
 RACE & LA: 19 Neutral Irori, Master of Masters
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Auran, Aquan, Terran

Hebeloma
 PLAYER: 5'1" 115 lbs white white bluish brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Katheer, Qadira
 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	10			
DEX	14	2	14			
CON	14	2	12	2		
INT	14	2	16	-2		
WIS	10	0	10			
CHA	22	6	18	2	2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
47	42	5	Stormcaller (Summoner)	3	20	5	1	1	4	5			
TOTAL HP			47	FAVORED CLASS	Summoner	TOTALS	3	20	5	1	1	4	5

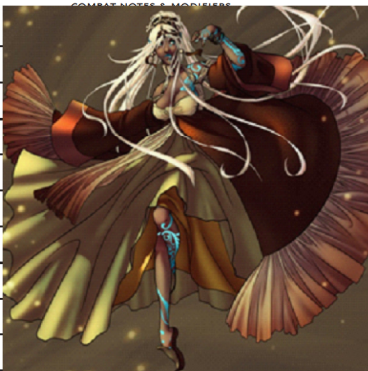
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	4	0	2					
TOUCH	12	-10+		2						
FLAT-FOOT	14	-10+	4	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	20
<input type="checkbox"/> ACROBATICS	DEX	1	2		
<input type="checkbox"/> APPRAISE	INT	2	2		
<input type="checkbox"/> BLUFF	CHA	6	6		
<input type="checkbox"/> CLIMB	STR	-1	0		
<input checked="" type="checkbox"/> CRAFT: (scrolls)	INT	6	1	2	3
<input type="checkbox"/> DIPLOMACY	CHA	13	5	6	2
<input type="checkbox"/> DISABLE DEVICE	DEX			2	
<input type="checkbox"/> DISGUISE	CHA	6	6		
<input type="checkbox"/> ESCAPE ARTIST	DEX	1	2		
<input checked="" type="checkbox"/> FLY	DEX	5	1	2	3
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	10	1	6	3
<input type="checkbox"/> HEAL	WIS	0	0		
<input type="checkbox"/> INTIMIDATE	CHA	6	6		
<input checked="" type="checkbox"/> KN: (all)	INT	10	5	2	3
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input checked="" type="checkbox"/> LINGUISTICS	INT			2	
<input type="checkbox"/> PERCEPTION	WIS	0	0		
<input type="checkbox"/> PERFORM	CHA	6	6		
<input checked="" type="checkbox"/> PROF:	WIS			0	
<input checked="" type="checkbox"/> RIDE	DEX	1	2		
<input type="checkbox"/> SENSE MOTIVE	WIS	2	0		2
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	10	5	2	3
<input type="checkbox"/> STEALTH	DEX	1	2		
<input type="checkbox"/> SURVIVAL	WIS	0	0		
<input type="checkbox"/> SWIM	STR	-1	0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	11	2	6	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	3	1	2			
REF	3	1	2			
WILL	4	4	0			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	3	0			
RANGED	5	3	2			
CMB	9	3	CHA	6		
CMD	15	-10+	B3B	0	2	

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 1d8+Cha Mod electric dam (Cha Mod+3/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 III (Sp) (3+ChaMod=9/day)
 Or: Call Lightning 3d6 dam/bolt
 Improved Elemental Bolt: +3 elemental bolts/day & + Cha Mod dam
 Mage of the Hidden World - Elemental bolt uses d8
 Bond Senses (Su) - Use senses of Eidolon
 Electrical Polarity (Su): Form 60' line of lightning to eidolon
 Augment Summoning: Summoned creatures gain +4 Str & +4 Con

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +1	4	6	-1	10	Lt	4.0
SHIELD						

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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES electric 5

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Elemental Bolt w/ ring of Elemental Maximization	+5	1d8(8)+6 electricity	20,x2	60			touch attack
dagger (melee)	+3	1d4	19-20,x2	10	S		
dagger (ranged)	+5	1d4	19-20,x2	10	P		

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"/>	6
17	1st	6	4	2	<input type="text"/>	4
18	2nd	4	2	2	<input type="text"/>	3
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	1	<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
0	<input type="text"/>	<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
0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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					
0			Message - Whisper conversation at distance.	Transmutation					
0			Guidance - +1 on one attack roll, saving throw, or skill check	Divination					
1			Summon Monster I - 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					
1			Mount - Summons riding horse for 2 hours/level.	conjuration					
1			Snowball Throw a conjured ball of snow at a target d6 cold dam/lvl	conjuration					
2			Summon Monster II - small air elemental, small lightning elemental	conjuration					
2			Evolution Surge, Lesser - Grants eidolon an evolution with 2 evolution points.	Transmutation					
2			Restore Eidolon, Lesser Lesser restoration for an eidolon.	conjuration					
2			Mount, Communal - As mount, but you may divide the duration among creatures touched.	conjuration					