

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	24	7	18	2	4	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
92	82	10	Stormcaller (Summoner)	7	40	10	3	3	7	10	
TOTAL HP			TOTALS		7	40	10	3	3	7	10

ABILITY SCORE & RACIAL NOTES

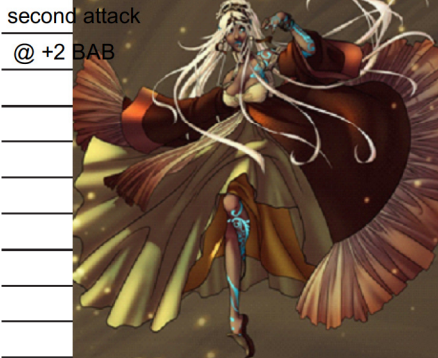
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	6	0	2					
TOUCH	12	-10+		2						
FLAT-FOOT	16	-10+	6	0	0					

SKILLS RANKS TOTAL 40

SKILL	DEX	INT	CHA	STR	WIS	CON	WILL	LEVELS
* ACROBATICS	1		2					
* APPRAISE	2		2					
* BLUFF	7		7					
* CLIMB	-1		0					
* CRAFT (scrolls)	6	1	2	3				
* DIPLOMACY	19	10	7	2				
* DISABLE DEVICE			2					
* DISGUISE	7		7					
* ESCAPE ARTIST	1		2					
* FLY	5	1	2	3				
* HANDLE ANIMAL	11	1	7	3				
* HEAL	0		0					
* INTIMIDATE	7		7					
* KN: (all)	15	10	2	3				
* KN:			2					
* KN:			2					
* KN:			2					
* KN:			2					
* KN:			2					
* KN:			2					
* LINGUISTICS			2					
* PERCEPTION	0		0					
* PERFORM	7		7					
* PROF:			0					
* RIDE	1		2					
* SENSE MOTIVE	2		0				2	
* SLEIGHT OF HAND			2					
* SPELLCRAFT	15	10	2	3				
* STEALTH	1		2					
* SURVIVAL	0		0					
* SWIM	-1		0					
* USE MAGIC DEVICE	17	7	7	3				

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
5	5	7	3	2		
			7	0		



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
7	9	14	19	7		0
				7		2
				7		7
				7		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 2d8+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 V (Sp) (3+ChaMod=10/day)
 Or: Call Lightning 5d6 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
 Storm's Wings (Su): Both Summoner & Eidolon have flight evolution
 Aspect - Take 2 evolution points for self
 Greater Summoning - increase number of summoned creatures by 1
 Augment Summoning: Summoned creatures gain +4 Str & +4 Con

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 105,000 / 155,000

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	2				electric 5	

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Elemental Bolt w/ ring of Elemental Maximization +3	+9+3	2d8(16)+6 electricity	19-20,x2	60			touch attack
dagger (melee)	+7	1d4	19-20,x2	10	S		
dagger (ranged)	+9	1d4	19-20,x2	10	P		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Eidolon: Genie Eidolon: Scheherazade		
Base Form: Biped (limbs [arms], limbs [legs], slam). Medium		
HP: 79; HD 8; BAB +8; Fort 6; Ref 2; Will 6; Move 30; AC +8;		
Skills 32; Feats 4; Str/Dex +4;		
Str 20, Dex 16, Con 15, Int 7, Wis 10, Cha 11		
Evolution Pool: 14; Max Attacks 5; Darkvision 60';		
Link: Mental Link w/ Master; Share Spells: Cast you spells on Eidolon		
Fly (D) rank: 10; +16; Perception (W) rank 10; +13;		
Sense Motive (W) rank 5; +8; Stealth (D) rank 10; +16;		
Attack: Scimitar (x2) dam: +4 attack damage 1d6 15–20/x2 (S)		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Base: Weapon Training (Ex): Prof: All Simple & Martial Weapons		
Resistance (Ex) Electricity 5		
Grow to Large Size: 1 rnd/HD; (2/day)		
Flight: 30'		
Devotion: +4 morale bonus on Will saves against enchantment		
Multiattack: Gains add'l attack w/ scimitar		
Improved Critical: Scimitar - double threat range		
Greater Two-Weapon Fighting: Third attack w/ off-hand weapon		
Improved Two-Weapon Fighting: Second attack w/ off-hand weapon		
Feat: Two-Weapon Fighting (Combat) (-2, -2)		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spider-silk bodysuit +3			
	daggers (x2)			
	Ring of Spell Focus (Conjuration) - Grants feat			
	Jinnborn Ring of Electricity Maximization (per meta feat)			
	- Affects either Stormcaller's Call Lightning			
	- or Air Elemental Jinnborn's Elemental Bolt			
	+3 to hit only			

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	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0			MODIFIED LOAD	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"/>	6
18	1st	7	5	2	<input type="text"/>	5
19	2nd	6	4	2	<input type="text"/>	5
20	3rd	5	3	2	<input type="text"/>	4
21	4th	2	1	1	<input type="text"/>	2
<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"/>	1	<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"/>

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"/>

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					
1			Summon Minor Monster - Summon 1d3 Tiny animals.	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					
2			Final Sacrifice - Cause summoned creature to explode	evocation					
2			Ghost Wolf - As phantom steed, except Large quasi-real wolf who radiates fear	conjuration					
3			Summon Monster III - dire bat only w/ electrical immunity	Transmutation					
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation					
3			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment					
3			Rejuvenate Eidolon - As lesser rejuvenate eidolon, but cures 3d10 damage +1/level (max +10).	conjuration					
3			Restore Eidolon - Restoration for an eidolon.	conjuration					
3			Rain of Frogs - Summon a swarm of poisonous frogs.	conjuration					
4			Summon Monster IV - medium air elemental, medium lightning elemental	Transmutation					
4			Evolution Surge, Greater - Grants eidolon two evolutions with a total of 6 evolution points.	Transmutation					
4			Summoner Conduit - The target takes damage whenever its summoned creature does.	Necromancy					