

Tule Kahju
 CHARACTER
 Ifrit Medium Female
 RACE & LA SIZE GENDER
 79 Chaotic Neutral
 AGE ALIGNMENT DEITY
 LANGUAGES: common, Ignan

David
 PLAYER
 5'8" 115 red orange copper
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	18	4	16	2		
CON	19	4	19			
INT	14	2	14			
WIS	11	0	13	-2		
CHA	17	3	15	2		

HITPOINTS				CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
12	12	1	Kineticist (Pyrokineticist)	0	6		2	2	0	1				
TOTAL HP				TOTALS				0	6	0	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					

SKILLS RANKS TOTAL 6

SKILL	DEX	INT	CHA	STR	WIS	CON	FORT	REF	WILL	LEVELS
<input checked="" type="checkbox"/> ACROBATICS *	4		4							
<input type="checkbox"/> APPRAISE	2		2							
<input type="checkbox"/> BLUFF	3		3							
<input type="checkbox"/> CLIMB *	0		0							
<input checked="" type="checkbox"/> CRAFT: Incendiaries	6	1	2	3						
<input type="checkbox"/> DIPLOMACY	3		3							
<input type="checkbox"/> DISABLE DEVICE *			4							
<input type="checkbox"/> DISGUISE	3		3							
<input checked="" type="checkbox"/> ESCAPE ARTIST *	4		4							
<input type="checkbox"/> FLY *	4		4							
<input type="checkbox"/> HANDLE ANIMAL			3							
<input checked="" type="checkbox"/> HEAL	0		0							
<input checked="" type="checkbox"/> INTIMIDATE	3		3							
<input checked="" type="checkbox"/> KN: Nature	6	1	2	3						
<input type="checkbox"/> KN:			2							
<input type="checkbox"/> KN:			2							
<input type="checkbox"/> KN:			2							
<input type="checkbox"/> KN:			2							
<input type="checkbox"/> KN:			2							
<input type="checkbox"/> LINGUISTICS			2							
<input checked="" type="checkbox"/> PERCEPTION	4	1	0	3						
<input type="checkbox"/> PERFORM:	3		3							
<input checked="" type="checkbox"/> PROF: Pyrotechnics	4	1	0	3						
<input type="checkbox"/> RIDE *	4		4							
<input type="checkbox"/> SENSE MOTIVE	0		0							
<input type="checkbox"/> SLEIGHT OF HAND *			4							
<input type="checkbox"/> SPELLCRAFT			2							
<input checked="" type="checkbox"/> STEALTH *	8	1	4	3						
<input type="checkbox"/> SURVIVAL	0		0							
<input type="checkbox"/> SWIM *	0		0							
<input checked="" type="checkbox"/> USE MAGIC DEVICE	7	1	3	3						

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

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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Ifrit (BOE 6, ARG 128) - Native Outsider	Wild Talents list (OA-14) DC 10 + lvl/2 + Con Mod
Darkvision 60'	Burn (Ex) max 3 + con mod (OA-11)
Burning Hands (Sp) 1/day CL = lvl	Kinetic Blast (Sp) (OA-11)
Fire Affinity - fire spells Con+2, CL +1	Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)
Kineticist (OA 10) HD d8 Skills 4 + Int Mod/lvl	Infusion (Su) substance/form, enhance wild talent (OA-12)
Prof: Simple Weapons & Light Armor, No shield	Kinetic Counter Use fire blast to negate cold/ice spells (OA-136)
Elemental Focus (Su) - Pyrokinesis	

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES Fire 5+2burn, Cold 2burn

POOL POINTS (Burn points)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5				
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear		1d8	x3	20	P		
dagger		1d4	19-20	10	P/S		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	standard adventurer's pack		15.0
	spear		4.0
	dagger		1.0
	studded leather armor		15.0

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
0.0	0.0	35.0		35.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115			115	230
0	0			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
SPELL 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
SPELL 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
1			Basic Pyrokinesis - flare, light & spark (burn=0)						OA-23
1			flare						PCR
1			light						PCR
1			spark						APG
1			fire blast dam: 1d6+1/2*Con mod 1 creature (burn=0)	fire			No	Yes	OA-15
1			cold adaptation - continuous cold resistance = 2*burn (burn=0)	fire					OA-24
1			fan of flames - exapnd to 15' cone (burn=1) (Dex save -half) (burn=1)	infusion			Ref		OA-19
1			fire sculptor - move 1 square/lvl of fire to any spot contiguous to fire (burn=0)	fire					OA-24
1			fire's fury - add elemental overflow bonus to damage of fire blast (burn=0)						OA-24
1			heat adaptation - continuous fire resistance = 2*burn (burn=0)	fire					OA-25
1			burning infusion foe catches on fire, 1d6 dam/rnd, then +2 to hit (burn=1)	infusion			Ref		OA-17