

Brokk

Player: Ryan

Kineticist 2

LN, Medium, Dwarf, Humanoid, Talos

Ancestry: Dwarf Talos (Talos)

Background: Elementally Infused (Metal)

Alignment: Lawful Neutral

Deity: Torag

Speed: 20 ft.

Languages: Common, Dwarven

Hit Points	Hero Points
34 18	3 1

Str	Dex	Con	Int	Wis	Cha
+3	+0	+4	+0	+2	+0

16 Str
10 Dex
18 Con
10 Int
14 Wis
10 Cha

PERCEPTION **+6_T** = +4 Base +2 Wis +0 Misc

FORTITUDE **+10_E** = +6 Base +4 Con +0 Misc

REFLEX **+6_E** = +6 Base +0 Dex +0 Misc

WILL **+6_T** = +4 Base +2 Wis +0 Misc

AC **16_T*** = +14 Base +0 Dex +2 Misc

Defenses

Resistances: electricity 1

Armor Class (Steel shield): +2 with shield raised

Chain shirt (Trained)

AC: +2, Max Dex: +3, Armor Check: -, Speed: -

Traits: noisy, flexible

Steel shield

AC: +2, Max Dex: -, Armor Check: -, Speed: -

Activated Abilities & Adjustments

Channel Elements (10 ft.)

Clan dagger (Trained)

Melee: **+7/+3/-1** (1d4+3 P, Crit ×2)

Traits: parry, versatile B, agile, dwarf

Shield bash (Untrained)

Melee: **+3/-2/-7** (1d4+3 B, Crit ×2)

Spiked gauntlet (Trained)

Melee: **+7/+3/-1** (1d4+3 P, Crit ×2)

Traits: free-hand, agile

Special Abilities

Base Kinesis (L Bulk, 30 ft.)

Create, suppress, or manipulate small amounts of elemental matter.

Channel Elements (10 ft.)

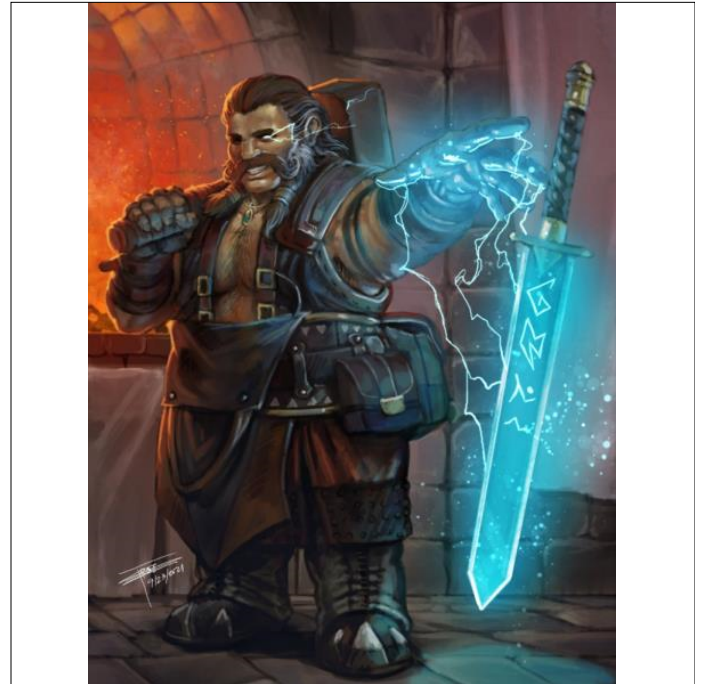
Activate your kinetic aura, using 1-act Elemental Blast or stance impulse as part of this action.

Darkvision

See in darkness and dim light.

Elemental Blast (1d8+3 E, 30 ft.)

Blast of elemental matter deals damage.



Skills

<input type="checkbox"/>	+0_U Acrobatics _{Dex}
<input type="checkbox"/>	+0_U Arcana _{Int}
<input type="checkbox"/>	+7_T Athletics _{Str}
<input type="checkbox"/>	+0_U Crafting _{Int}
<input type="checkbox"/>	+0_U Deception _{Cha}
<input type="checkbox"/>	+0_U Diplomacy _{Cha}
<input type="checkbox"/>	+0_U Intimidation _{Cha}
<input type="checkbox"/>	+6_T* Medicine _{Wis}
<input type="checkbox"/>	+6_T Nature _{Wis}
<input type="checkbox"/>	+0_U Occultism _{Int}
<input type="checkbox"/>	+0_U Performance _{Cha}
<input type="checkbox"/>	+4_T Plane of Metal Lore _{Int}
<input type="checkbox"/>	+6_T Religion _{Wis}
<input type="checkbox"/>	+0_U Society _{Int}
<input type="checkbox"/>	-1_U Stealth _{Dex}
<input type="checkbox"/>	+2_U Survival _{Wis}
<input type="checkbox"/>	+0_U Thievery _{Dex}

Skill Modifiers

Medicine (Healer's tools, expanded): +1 to Administer First Aid, Treat a Disease, or Treat a Poison

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

Special Abilities

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Unburdened Iron [Ancestry Feats Selection]

Ignore Speed reduction from armor. Other Speed penalties are reduced by 5'.

Versatile Blasts [Class Feats Selection]

Gain additional damage type options with Elemental Blast.

Weapon Infusion (Slashing, Ranged [20', thrown]) [Class]

Next act Elemental Blast gains weapon trait, can choose alternate dmg type.

Eternal Torch [Dual Gate Impulse Feat (Fire)]

Create magical, torch-like flame in 120'.

Flashforge [Dual Gate Impulse Feat (Metal)]

Create fully metal object in hands of you or an ally in 30'.

Battle Medicine [Skill Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Innate Spells

Detect Metal (1st)

Needle Darts (1st)

Tracked Resources

Feather token, ladder	<input type="checkbox"/>
Healing potion, minor (1d8)	<input type="checkbox"/>
Oil (pint)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Gear (Encum: 8 bulk, Over: 13 bulk)

Total Bulk Carried: 5.34, Unencumbered

Backpack <Holds: 74 @ 3.8 blk>	L
Bedroll <In: Backpack>	L
Chain shirt	1
Chalk x10 <In: Backpack>	-
Clan dagger	L
Clothing, ordinary	-
Feather token, ladder	-
Flint and steel <In: Backpack>	-
Healer's tools, expanded	1
Healing potion, minor (1d8)	L
Money	-
Oil (pint) x3	-
P18,B13 (hand)	L
Rations (1 week) x2 <In: Backpack>	0.2
red box <In: Backpack> <Holds: 8 @ 0.8 blk>	1
Repair kit <In: Backpack>	1
Rope (foot) x50 <In: Backpack>	L
Sack	0.02
Sack	0.02
Soap <In: Backpack>	-
some kind of healing potion? x3 <In: red box>	0.3
something for poison? x2 <In: red box>	0.2
Spiked gauntlet	L
Steel shield	1
Torch x5 <In: Backpack>	0.5
unidentified potions? x3 <In: red box>	0.3
very old map <In: Backpack>	-
Waterskin <In: Backpack>	L

Experience & Wealth

Career Experience Points: **1,999** (999/1,000 to 3rd)

Current Cash: **2 pp, 6 gp, 35 sp, 4 cp**

Personal Details

Gender: Male; **Eyes:** Orange like fire ; **Hair:** black and silver hair like Iron

his name comes from Norse mythology "the one who works with metal fragments; blacksmith"

Brokk – Abilities & Gear

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill
[1 action]

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Eternal Torch (Dual Gate Impulse Feat (Fire), Feat)

Traits: Fire, Impulse, Kineticist, Light, Manipulate, Primal
[1 action]

You open a connection to your kinetic gate, large enough for a torch flame to flow. You create a magical, torch-like flame within 120 feet in any color you choose. It's as bright and hot as a torch. You can have it orbit a target willing creature or emit from a target object that's unattended or attended by a willing creature. If you create a flame on a weapon, you still need to use it as an improvised weapon to attack with the flame, just as with a torch.

The flame has an unlimited duration. You can have a maximum number of Eternal Torches equal to your Constitution modifier, and you can Dismiss each torch individually.

Level (8th) All your torches—even ones you already created—shed bright light in a 60-foot radius (and dim light for the next 60 feet).

Appears In: Rage of Elements

Flashforge (Dual Gate Impulse Feat (Metal), Feat)

Traits: Impulse, Kineticist, Metal, Primal
[2 actions]

An artificial metal object forms in the hands of you or a willing ally within 30 feet. You can choose a level 0, common, handheld weapon or piece of adventuring gear of 1 Bulk or less. The item is entirely made from metal, making some items impossible or impractical to use (if it's unclear, the GM decides). You can make items with simple moving parts or magnetism, like a compass, poor lock, or merchant's scale. The item lasts for 10 minutes, but each time it's used, the user must succeed at a DC 5 flat check or the item is destroyed after the action is completed.

Appears In: Rage of Elements

Weapon Infusion (Slashing, Ranged [20', t (Class, Class Feats Selection, Feat, Kineticist)

Traits: Infusion, Kineticist
[free]

With a signature flair, you shape blasts of elemental power into the form of a weapon, such as a sword made of whirling wind or a bow that shoots flames. If your next action is an Elemental Blast, choose a weapon shape for it to take. You can choose to change the blast's damage type to bludgeoning, piercing, or slashing—whichever suits the weapon shape—and you can choose other alterations depending on whether you make a melee or ranged blast.

Melee Add one of the following traits of your choice: agile, backswing, forceful, reach, sweep.

Ranged Choose one of three options: range increment 100 feet and the volley 30 feet trait, range increment 50 feet and the propulsive trait, or range increment 20 feet and the thrown trait.

Appears In: Rage of Elements

Base Kinesis (L Bulk, 30 ft.) (Class, Kineticist)

Traits: Impulse, Kineticist, Primal
[2 actions]

It's trivial for you to create some of your element or alter a portion of it that already exists. Choose one of your kinetic elements to affect. This impulse has a range of 30 feet, and the Bulk of the target must be negligible or light. The GM decides what Bulk the element is. You can't affect an element that's magical, secured in place (like a stone mortared in a wall), or attended by a creature unwilling to let you.

Choose one of the following options, though the GM might allow you to make similar small alterations. Base Kinesis can't deal damage or cause conditions unless otherwise noted.

- **Generate** You bring an ordinary, non-magical piece of the chosen element from its elemental plane. The element can be used for any of its normal uses. For example, air can be breathed by an air-breathing creature, and fire casts light and can ignite flammable substances.
- **Move** Move an existing piece of the element up to 20 feet in any direction. If you bring it into your space, you can catch it in an open hand. You can Sustain the impulse to keep moving the element.
- **Suppress** You destroy an existing piece of element, such as snuffing out a flame or evaporating water from a cup. This affects only natural forms of the element, not durable, crafted goods like a stone statue, metal lock, or wooden door.

Level (+4) The range increases by 15 feet, and the maximum Bulk increases by 1 (allowing Bulk 1 at 5th level).

Appears In: Rage of Elements

Channel Elements (10 ft.) (Class, Kineticist)

Traits: Aura, Fire, Kineticist, Metal, Primal
[1 action]

You tap into your kinetic gate to make elements flow around you. Your kinetic aura activates, and as a part of this action, you can use a 1-action Elemental Blast or a 1-action stance impulse. Your kinetic aura is a 10-foot emanation where pieces of your kinetic element (or all your kinetic elements, if you can channel more than one) flow around you. The kinetic aura can't damage anything or affect the environment around you unless another ability allows it to. Channel Elements has the traits of all your kinetic elements.

Your kinetic aura automatically deactivates if you're knocked out, you use an impulse with the overflow trait, or you Dismiss the aura. Though you can't use new impulses while your kinetic aura is deactivated, ones you already used remain, and you can still Sustain any that can be sustained. Stance impulses are linked to your kinetic aura and end when the aura deactivates.

Appears In: Rage of Elements

Darkvision (Dwarf, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Elemental Blast (1d8+3 E, 30 ft.) (Class, Kineticist)

Traits: Attack, Impulse, Kineticist, Metal, Primal
[1 action], [2 actions]

With a wave of your hand, you collect elemental matter from your aura and swing or hurl it. Choose one of your kinetic elements and a damage type listed for that element, then make a melee or ranged impulse attack against the AC of one creature. Add your Strength modifier to the damage roll for a melee Elemental Blast. If you make a 2-action Elemental Blast, you gain a status bonus to the damage roll equal to your Constitution modifier.

The element determines the damage die, damage type, and range (for a ranged blast). A damage type other than a physical damage type adds its trait to the blast.

- **Air** 1d6 electricity or slashing, 60 feet
 - **Earth** 1d8 bludgeoning or piercing, 30 feet
 - **Fire** 1d6 fire, range 60 feet
 - **Metal** 1d8 piercing or slashing, 30 feet
 - **Water** 1d8 bludgeoning or cold, 30 feet
 - **Wood** 1d8 bludgeoning or vitality, 30 feet
- Critical Success** The target takes double damage.
Success The target takes full damage.

Level (+4) The damage increases by one die.

Appears In: Rage of Elements

Resistance to Electricity 1 (Ancestry Heritage Selection)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Dwarf

Dwarves craft and use these weapons.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Free-Hand

This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

Parry

This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Weapon Traits

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile B

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Steel shield

Like wooden shields, steel shields come in a variety of shapes and sizes. Though more expensive than wooden shields, they are much more durable.

Gear

Feather token, ladder

Traits: Conjunction, Consumable, Magical
[1 action]

Each *feather token* appears to be a simple feather from some exotic bird. The feather's shaft, dipped in gold, bears a single arcane rune. Activating a *feather token* causes it to transform into another object, which then can be used as normal for that object. Each feather can be activated only once, with most of them permanently becoming the item in their description.

When activated, this feather transforms permanently into a 20-foot-long wooden ladder.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Healer's tools, expanded

This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Expanded healer's tools provide a +1 item bonus to such checks. If you wear your healer's tools, you can draw and replace them as part of the action that uses them.

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Gear

Oil (pint)

You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.

P18,B13 (hand)

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Brokkr – Spells

Detect Metal	Needle Darts
<p>Cantrip 1 Action [2] Cantrip, Concentrate, Detection, Manipulate, Metal Traditions arcane Cast [2 actions] Area 30-foot emanation</p> <p>In-Play Information</p> <p>Cast [2 actions] Area 30-foot emanation</p> <p>Calculation Breakdown Proficiency Level (Trained) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2) You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.</p> <p>You detect metal hidden by illusions (such as <i>invisibility</i>) only if the illusion has a lower rank than your <i>detect metal</i> spell. Against deceptive illusions, <i>detect metal</i> always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, <i>detect metal</i> registers only the presence of metal, not its type, even if the rank of your <i>detect metal</i> spell exceeds that of the illusion effect.</p> <p>Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your <i>detect metal</i> spell.</p> <p>Appears in Rage of Elements</p>	<p>Cantrip 1 Action [2] Attack, Cantrip, Concentrate, Manipulate, Metal Traditions primal Cast [2 actions] Range 60 ft. Targets 1 creature Defense AC</p> <p>In-Play Information</p> <p>Cast [2 actions] Range 60 ft. Targets 1 creature Ranged Strikes +4 / -1 / -6 Ranged Damage 3d4 P Defense AC</p> <p>Critical Success The target takes double damage and 1 persistent bleed damage. Success The target takes full damage.</p> <p>Calculation Breakdown Proficiency Level (Trained) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2)</p> <p>Ranged Attack •Proficiency Bonus (+4): Character Level (+2), Trained (+2) You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.</p> <p>The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.</p> <p>Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.</p> <p>Modification for Pathfinder Society Play: Any spells which require metal to function (such as needle darts [page 144]) require the PC to be holding at least one chunk of that metal or an item made of that metal. Critical Success The target takes double damage and 1 persistent bleed damage. Success The target takes full damage.</p> <p>Appears in Rage of Elements</p>

Nothing to print!