

Bhaviṣyamām Nōkaraḍī

CHARACTER
Merfolk Small Female
RACE & LA SIZE GENDER
16 Neutral Naderi
AGE ALIGNMENT DEITY

PLAYER
5'6" 100 lbs pale blue lt blue bluish white
HEIGHT WEIGHT HAIR EYES SKIN
 off the coast of Dahak's Teeth in The Shackles (ISWG-172)
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aquan, Common, Polyglot, Aboleth, Sylvan, Elven

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	6	-2	8	-2		
DEX	20	5	18	2		
CON	15	2	13	2		
INT	19	4	19			
WIS	13	1	13			
CHA	28	9	22	2	4	

HITPOINTS		
CURRENT HP	HP GAINED	HD
82	82	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	82	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Oracle	7	80		3	3	7	10		
TOTALS	7	80	0	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	33	-10+	9	0	5	1	2		6	
TOUCH	16	-10+			5	1				
FLAT-FOOT	22	-10+	9	0	0	1	2			

SKILLS RANKS TOTAL 80

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	5	1	5	3
<input checked="" type="checkbox"/> APPRAISE	INT	4		4	
<input checked="" type="checkbox"/> BLUFF	CHA	9		9	
<input checked="" type="checkbox"/> CLIMB *	STR	-6		-2	
<input checked="" type="checkbox"/> CRAFT: Augury	INT	8	1	4	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	13	1	9	3
<input type="checkbox"/> DISABLE DEVICE *	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	9		9	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	7	1	5	3
<input type="checkbox"/> FLY *	DEX	1		5	
<input type="checkbox"/> HANDLE ANIMAL	CHA			9	
<input checked="" type="checkbox"/> HEAL	WIS	20	10	1	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9		9	
<input checked="" type="checkbox"/> KN: history	INT	17	10	4	3
<input checked="" type="checkbox"/> KN: planes	INT	17	10	4	3
<input checked="" type="checkbox"/> KN: religion	INT	17	10	4	3
<input checked="" type="checkbox"/> KN: nature	INT	17	10	4	3
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> LINGUISTICS	INT			4	
<input checked="" type="checkbox"/> PERCEPTION	WIS	1		1	
<input checked="" type="checkbox"/> PERFORM:	CHA	9		9	
<input checked="" type="checkbox"/> PROF: medicine	WIS	9	5	1	3
<input checked="" type="checkbox"/> RIDE *	DEX	1		5	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	14	10	1	3
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	17	10	4	3
<input checked="" type="checkbox"/> STEALTH *	DEX	7		5	6
<input checked="" type="checkbox"/> SURVIVAL	WIS	1		1	
<input checked="" type="checkbox"/> SWIM *	STR	-2	1	-2	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			9	
<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	5	3	2			
REF	8	3	5			
WILL	8	7	1			

COMBAT NOTES & MODIFIERS
 +2 BAB second attack per round

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	7		-2	1	
RANGED	13	7		5	1	
CMB	13	7	DEX	5	1	
CMD	21	-10+	B7B	0	3	1

FEATS & FEATURES

- Race: Merfolk (aquatic, amphibious) (ISR-188,246) Water Sight see through fog/mist & scry 1/day (APG-53)
 Low-light vision Blizzard 10' cube/lvl, 1d4 cold/lvl lasts x=8 rnds
 Merfolk Secret Magic (ISR-216) Punitive Transformation - Baleful Polymorph, 1rnd/lvl, x=8/day
 - speak with aquatic animals (at will)
 - fin to feet (ARG-) 1/day & hydraulic push (APG) 1/day
 Class: Oracle (APG-42) HD d8
 Weapon Prof: All Simple, Armor Prof: Lt & Med Armor, shields
 Oracle Mystery: Waves (APG-52)
 Oracle's curse: frozen as child of 10 (3PP, see below)
 Revelations of Wave Mystery:
 Water Form (Su) assume form of medium water elemental (APG-53)
 - as elemental body I (PCR-275) water elemental (B-126)
 Wintry Touch (Su) 1d6 +1/2 lvl cold dam x=11/day (APG-53) Improved Initiative +4
 Ice Armor +x=6 AC, 1 hr/day/lvl (APG-53) Skill Focus: Healing +6
 Icy Skin - Cold Resistance x=10 (APG-53) Feat: Extra Revelation x3

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR fishscale breastplate of the merfolk (child-sized) +3	9		-4	30		15.0
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 105,000 / 105,000
 SLOW MEDIUM FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
5	5		40		

INIT	DEX MOD	+	MISC MOD
9	5		4

HERO

SR DR

RESISTANCES **cold 10**

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff	6	1d6-2	20,x2		B	2.0	
dagger of frost +2 cold	13+2	1d4+2	19-20,x2	10	P/S	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					9
19	1st	9	6	3		5
20	2nd	8	6	2		4
21	3rd	8	6	2		3
22	4th	7	5	2		2
23	5th	5	3	2		1
	6th			1		
	7th			1		
	8th			1		
	9th			1		

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

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

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	1 min/lvl	60'	none	no	PCR-267
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	PCR-292
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	PCR-330
0			Stabilize - Cause a dying creature to stabilize.	conjuration	instant	close	will	yes	PCR-348
0			Create Water - Creates 2 gallons/level of pure water.	conjuration	instant	close	none	no	PCR-262
0			Alleviate - Ends a sickened condition for a target.	conjuration	instant	touch	will	yes	4W:BoDM
0			Detect Poison - Detects poison in one creature or object.	divination	instant	close	none	no	PCR-268
0			Card Trick - Create a single playing card or tarot card.	conjuration	permanent	personal	none	no	4W:BoDM
0			Light - Object shines like a torch.	evocation	10 min/lvl	touch	none	no	PCR-304
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	conjuration	instant	touch	will,1/2	yes	PCR-263
1			Murderous Command - Target is compelled to kill its ally.	enchantment	1 rnd	close	will	yes	UM-230
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	necromancy	1 min/lvl	medium	will	yes	PCR-274
1			Touch of the Sea - Swim speed becomes 30 ft.	transmutation	1 min/lvl	touch	fort	yes	APG-250
1			Forbid Action - Target obeys your command to not do something.	enchantment	1 rnd	close	will	yes	UM-220
1			Know the Enemy - Gain +10 on a monster Knowledge check.	divination	instant	personal	none	no	UM-226
2			Slipstream - Wave boosts creature's speed by 20 in water and 10 on land	conjuration	10 min/lvl	touch	reflex	no	APG-244
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	conjuration	instant	touch	will,1/2	yes	PCR-263
2			Ancestral Communion - You contact your ancestors to bolster your own knowledge, +x=6.	divination	1 min/lvl	personal	none	no	DoG
2			Augury - Learns whether an action will be good or bad.	divination	instant	personal	none	no	PCR-245
2			Oracle's Burden - Creature is affected by negative oracle's curse effects (child).	necromancy	1 min/lvl	medium	will	yes	APG-234

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Water Breathing - Subjects can breathe underwater.	transmutation	2 hr/lvl	touch	will	yes	PCR-368
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	conjuration	instant	touch	will,1/2	yes	PCR-263
3			Remove Curse - Frees object or person from curse.	abjuration	instant	touch	will	yes	PCR-332
3			Bestow Curse - -6 ability; -4 attack, saves, and checks; or 50% chance of losing each action	necromancy	permanent	touch	will	yes	PCR-247
4			Wall of Brine - wall of current up to 10 ft./level long and 5 ft./level high	conjuration	conc+1rnd/lv	medium	none	yes	ISR-223
4			Cure Critical Wounds - Cures 3d8 damage + 1/level (max +20).	conjuration	instant	touch	will,1/2	yes	PCR-262
4			Restoration - Restores level and ability score drains.	conjuration	instant	touch	will	yes	PCR-334
5			Geyser - Creates a geyser of boiling water, 5 ft. square, up 10 ft./2 levels, 3d6 fire dam	conjuration	conc+1rnd/lv	long	reflex	no	APG-225
5			Commune - Deity answers one yes-or-no question/level.	divination	1 rnd/lvl	personal	none	no	PCR-