

Kuchotsweda
 CHARACTER
 Vestraadi medium female
 RACE & LA SIZE GENDER
 44 Neutral the Current
 AGE ALIGNMENT DEITY
 LANGUAGES: Straad, Undercommon

Hebeloma
 PLAYER
 5'8" 170 lbs none none brown/green
 HEIGHT WEIGHT HAIR EYES SKIN
 Orv, Darklands
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	14	2	14			
CON	14	2	16	-2		
INT	10	0	10			
WIS	22	6	18	2	2	
CHA	10	0	10	-2	2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
57	52	5	Underterror	3	10	5	1	4	4	5
TOTAL HP			TOTALS							
57			3 10 5 1 4 4 5							

ABILITY SCORE & RACIAL NOTES

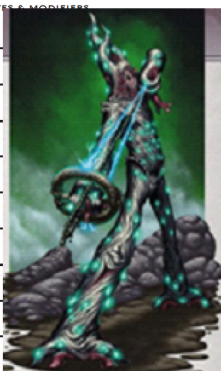
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	6	0	2	2			6	
TOUCH	20	-10+			2	2			6	
FLAT-FOOT	22	-10+	6	0	0				6	

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	10
<input checked="" type="checkbox"/> ACROBATICS	DEX	1	2		
<input type="checkbox"/> APPRAISE	INT	0	0		
<input type="checkbox"/> BLUFF	CHA	0	0		
<input checked="" type="checkbox"/> CLIMB	STR	0	1		
<input type="checkbox"/> CRAFT	INT	0	0		
<input type="checkbox"/> DIPLOMACY	CHA	0	0		
<input type="checkbox"/> DISABLE DEVICE	DEX		2		
<input checked="" type="checkbox"/> DISGUISE	CHA	0	0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	1	2		
<input checked="" type="checkbox"/> FLY	DEX	1	2		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input type="checkbox"/> HEAL	WIS	6	6		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	4	1	0	3
<input checked="" type="checkbox"/> KN: arcana	INT	4	1	0	3
<input checked="" type="checkbox"/> KN: dungeoneering	INT			0	
<input checked="" type="checkbox"/> KN: planes	INT	4	1	0	3
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> LINGUISTICS	INT	1	1	0	
<input checked="" type="checkbox"/> PERCEPTION	WIS	12	1	6	3 2
<input type="checkbox"/> PERFORM	CHA	0	0		
<input type="checkbox"/> PROF:	WIS			6	
<input type="checkbox"/> RIDE	DEX	1	2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	13	4	6	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2	
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/> STEALTH	DEX	5	1	2	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	6		6	
<input checked="" type="checkbox"/> SWIM	STR	0		1	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			0	
<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	6	4	2			
WILL	10	4	6			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	4	3	1			
RANGED	5	3	2			
CMB	9	3	WIS	6		
CMD	22	-10+	B3B	2	3	4



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Vestraadi - aberration (aquatic) (AAW:URC 162)	Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Keen Senses (Ex)*: +2 Perception	Weapon Prof: All Simple + axes, hammer & picks
Improved Watersense (Ex): blindsight 40' in water; 5' out	Armor Prof: Light & Medium Armor & shields
Sonar (Ex): no eyes; other senses	Darkvision +10/odd level
Scent (Ex): detect by odor	Undershape: assume specific humanoid form (at will, indefinitely) 1/VI
Detect Poison (Sp): as spell (at will)	Urdefhan, neothelid, gug, munavri, gore weaver
Cold Resistance (Ex): 10	Dodge: +1 dodge AC; Preternatural Hearing +1 dodge AC
Amphibious (Ex): Vestraadi can breathe air and water.	Evasion: Reflex save for 1/2 dam takes 0 damage
Blind-Fight (Ex): fight unhindered w/o sight	Hel Powers: 1V/2 = 2 pool points, Cha-based
Stalker (Ex): Perception & Stealth are class skills	Mutable Form (Ex): Permanently swap 1 evolution (1/day)
Blind (Ex): invulnerable to sight-based effects & attacks	Extra Attack (Ex): extra natural attack
Sensory Dependent (Ex): -2 save vs auditory effects	Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (1/day)
	Intuitive Dodge (Combat) Add Wis Mod to AC

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR fish scale armor +1	6	3	-1	25	Med	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Vestraadi Katana-Eku +1	+4	1d8+1+1	19-20,x2		S	8.0	
Tentacle	+4	1d4+1	20,x2		B		

EXPERIENCE	
SLOW	FAST
15,000	23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20		30		

INIT	DEX MOD	MISC MOD
2	2	

HERO	SR	DR

RESISTANCES
cold 10

POOL POINTS
7 evolution

FEATS & SPECIAL ABILITIES			
	NAME	USES/DAY	USED
Evolutions:			
	Slippery (Ex) coated in slime, +4 CMD	1	
	Unnatural Aura (Su) - Normal animals will not approach	1	
	Basic Magic (Sp) - Detect Magic (1/day)	1	
	Tentacle (Ex) - 1d4 damage	1	
	Ability Increase (Ex) +2 Cha	2	
	Magic Attacks (Su) - natural attacks are magic	1	

FEATS & SPECIAL ABILITIES			
	NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT
	Vestraadi Katana-Eku +1			
	fish scale armor +1			

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
28.0	0.0	0.0		28.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	N	132	264	660
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE ([HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0](http://creativecommons.org/licenses/by-nc-sa/3.0)). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

SPELLS PER DAY

CLASS LEVEL

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

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" value="11"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSSED
PROHIBITED
PROHIBITED

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
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM