

Lesherik

CHARACTER

Viridian Naiad

RACE & LA

77

AGE

Chaotic Neutral

ALIGNMENT

Medium

SIZE

Female

GENDER

Naderi, the Lost Maiden

DEITY

Aquan, Common

LANGUAGES:

Hebeloma

PLAYER

5'11"

HEIGHT

145 lbs

WEIGHT

none

HAIR

dk green

EYES

light green

SKIN

Northern Okaiyo Ocean

HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE

TOTAL

MOD

BASE

ENHANCE

MISC

TEMP

STR

14

2

14

DEX

10

0

10

CON

18

4

16

2

INT

10

0

12

-2

WIS

12

1

10

2

CHA

18

4

18

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

15

HP GAINED

14

HD

1

CLASS NAME

Bloodrager

BAB

1

SKILL

4

FC HPS

1

FORT

2

REF

0

WILL

0

LEVELS

1

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

15

FAVORED CLASS

Bloodrager

TOTALS

1

4

1

2

0

0

1

CLASS RECORDER

BAB

1

SKILL

4

FC HPS

1

FORT

2

REF

0

WILL

0

LEVELS

1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

AC

18

-10+

ARMOR

6

SHIELD

2

DEX

0

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

ARMOR CHECK PENALTY

0

TOUCH

10

-10+

DEX

0

FLAT-FOOT

18

-10+

DEX

0

COMBAT NOTES & MODIFIERS

MAXIMUM DEX

5

SPELL FAILURE

40%

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

6

2

4

REF

0

0

0

WILL

1

0

1

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

3

1

2

RANGED

1

1

0

CMB

5

1

CON

4

CMD

13

-10+

B1B

0

DODGE & DEFLECT

2

STA & DEX

SKILLS

RANKS TOTAL

4

TOTAL

RANKS

ABILITY

TRAINED

MISC

* ACROBATICS

DEX

0

0

* APPRAISE

INT

0

0

* BLUFF

CHA

4

4

* CLIMB

STR

2

2

* CRAFT

INT

0

0

* DIPLOMACY

CHA

4

4

* DISABLE DEVICE

DEX

0

* DISGUISE

CHA

4

4

* ESCAPE ARTIST

DEX

0

0

* FLY

DEX

0

0

* HANDLE ANIMAL

CHA

4

* HEAL

WIS

1

1

* INTIMIDATE

CHA

8

1

4

3

* KN: arcana

INT

0

* KN: nature

INT

5

1

0

3

1

* KN:

INT

0

* KN:

INT

0

* KN:

INT

0

* KN:

INT

0

* LINGUISTICS

INT

0

* PERCEPTION

WIS

7

1

1

3

2

* PERFORM

CHA

4

4

* PROF:

WIS

1

* RIDE

DEX

0

0

* SENSE MOTIVE

WIS

1

1

* SLEIGHT OF HAND

DEX

0

* SPELLCRAFT

INT

0

* STEALTH

DEX

0

0

* SURVIVAL

WIS

1

1

* SWIM

STR

6

1

2

3

* USE MAGIC DEVICE

CHA

4

STR

STR

STR

STR

STR

STR

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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Viridian Naiad (humanoid; aquatic, feykith) (CSBBB-153)

Class: Bloodrager HD: d10; skills 4+Int Mod (ACG)

Racial Buoyancy: +100, Depth Tolerance: 2,500 feet

Weapon Prof: all simple and martial weapons

Cold Tolerance: +2 fort save vs cold

Armor Prof: Light & Medium armor & shields

Feykith Magic: +2 checks to overcome SR

Bloodline: Fey (ACG)

Feykith Resistance: Immune to Sleep; +2 save vs enchantment

Bloodline Power: Confusing Critical (Su), after critical, foe confused 1 rnd

Glungs: Feykith can breathe both air and water

Bloodrage +4 Str, +4 Con, +2 Will, -2 AC (4+Con Mod rnds/day)

Keen Senses: +2 perception; Low-light Vision

Fast Movement (Ex): +10 move

Nature Intuition: Knowledge (nature) class skill (Wis)

Plantlike: +2 save vs paralysis, poison, polymorph, and stun

Water Dependent: survive out of water for 1/2 hr/Con

Caustic Flesh - bite attacks take 1d4 acid damage

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS

MAX DEX

PENALTY

SPELL FAIL

TYPE

WEIGHT

ARMOR

Lesser Breastplate of the Deep

6

5

0

25

Med

15.0

SHIELD

heavy wooden shield

2

15

10.0

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

moon glaive

+3

1d10+3

20,x2

S

10.0

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BAGS & CONTAINERS

☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

☞	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
35.0	0.0	0.0		35.0

SPELLS PER DAY						
CLASS	Bloodrager		LEVEL	1		
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"/>	0
<input type="text"/>	1st	<input type="text"/>	0	1	<input type="text"/>	0
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	1	<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			
<input type="text"/> 25	<input type="text"/> 110		<input type="text"/> 440			
TOTAL		CLASS	ABILITY	OTHER	CURRENT POINTS	
<input type="text"/> 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"/>	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	<input type="text" value="25"/>	MEDIUM: 100FT + 10FT / LVL	<input type="text" value="100"/>		LONG: 400FT + 40FT / LVL	<input type="text" value="400"/>
TOTAL		CLASS	ABILITY	OTHER	CURRENT POINTS	
<input type="text" value="0"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<div>SPELL POINTS</div>						

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