

Naida
 CHARACTER
 Malenti (Sahuagin Mutant) Medium Female
 RACE & LA SIZE GENDER
 19 Lawful Evil Geryon, The Serpent, Lord of Stygia
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Aquan, Aboleth, Azlanti, Draconic, Infernal

Hebeloma
 PLAYER
 5'10" 120 lbs sea green deep green pale blue
 HEIGHT WEIGHT HAIR EYES SKIN
 near Talasantri, Azlant, Arcadian 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	16	3	12	4		
DEX	18	4	18			
CON	10	0	12	-2		
INT	18	4	16	2		
WIS	12	1	10	2		
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
7	6	1	Wizard	0	6	1	0	0	2	1					
TOTAL HP			7	FAVORED CLASS		Wizard	TOTALS		0	6	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

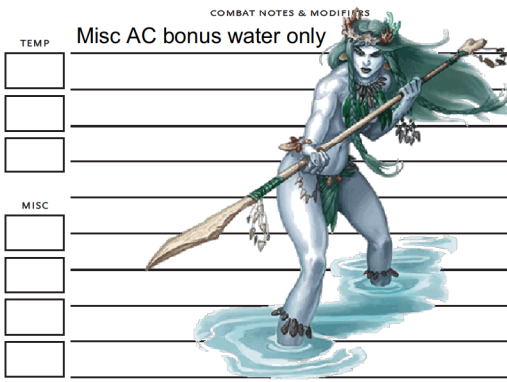
ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	4				2	
TOUCH	16	-10+			4				2	
FLAT-FOOT	12	-10+	0	0	0				2	

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	0	0	0			
REF	4	0	4			
WILL	3	2	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	0	3			
RANGED	4	0	4			
CMB	4	0	INT	4		
CMD	17	-10+	BOB	0	7	

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%



COMBAT NOTES & MODIFIERS
 Misc AC bonus water only

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Malenti (outsider; aquatic) (KP:ARC 245)
 Amphibious: Malenti breathe both water and air.
 Swim: +8 & Class skill
 Darkvision: Malenti have darkvision 60 ft.
 Energy Resistance: cold and fire resistance 5.
 Silver Tongued: +2 Bluff and Diplomacy
 Blood Frenzy (Ex): After damage +2 Str, +2 Con, -2 AC for 1 min (1/day)
 Speak with Sharks (Su): communicate telepathically with sharks to 150 ft.
 Water Sense: Sahuagin have blindsense 30 ft. in water
 Sorcerer Affinity: sorcerers treat Cha +2 for all spells and class abilities.

Class: Wizard HD: d6; Skills 2 + Int Mod
 Arcane School: Prophecy (DD 10) Associated School: Divination
 Weapon Prof: club, dagger, heavy crossbow, light crossbow, & quarterstaff
 Armor Prof: None; Feat: Scribe Scroll
 Opposition Schools: Illusion & Enchantment
 Diviner's Fortune (Sp) - touch ally for +1v1/2 attack, skill checks & saves (1 md) (3+Int Mod/day)
 Inspiring Prediction (Su) - shout to allies w/in 50' for +4 next attack, skill checks & saves (3+Int Mod/day)
 Bonded Object - Kelp Tiara cast one unprepared spell/day
 Spell Focus (Divination) +1 DC divination

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input type="checkbox"/> Acrobatics	DEX	4	4		
<input checked="" type="checkbox"/> Appraise	INT	4	4		
<input type="checkbox"/> Bluff	CHA	5	3		2
<input type="checkbox"/> Climb	STR	3	3		
<input checked="" type="checkbox"/> Craft: (alchemy)	INT	8	1	4	3
<input type="checkbox"/> Diplomacy	CHA	5	3		2
<input type="checkbox"/> Disable Device	DEX			4	
<input type="checkbox"/> Disguise	CHA	3	3		
<input type="checkbox"/> Escape Artist	DEX	4	4		
<input checked="" type="checkbox"/> Fly	DEX	8	1	4	3
<input type="checkbox"/> Handle Animal	CHA			3	
<input type="checkbox"/> Heal	WIS	1	1		
<input type="checkbox"/> Intimidate	CHA	3	3		
<input checked="" type="checkbox"/> Kn: (all)	INT	8	1	4	3
<input type="checkbox"/> Kn:	INT			4	
<input type="checkbox"/> Kn:	INT			4	
<input type="checkbox"/> Kn:	INT			4	
<input type="checkbox"/> Kn:	INT			4	
<input checked="" type="checkbox"/> Linguistics	INT			4	
<input type="checkbox"/> Perception	WIS	1	1		
<input type="checkbox"/> Perform	CHA	3	3		
<input checked="" type="checkbox"/> Prof:	WIS			1	
<input type="checkbox"/> Ride	DEX	4	4		
<input type="checkbox"/> Sense Motive	WIS	1	1		
<input type="checkbox"/> Sleight of Hand	DEX			4	
<input checked="" type="checkbox"/> Spellcraft	INT	8	1	4	3
<input type="checkbox"/> Stealth	DEX	4	4		
<input type="checkbox"/> Survival	WIS	1	1		
<input checked="" type="checkbox"/> Swim	STR	17	1	3	3
<input type="checkbox"/> Use Magic Device	CHA	4	1	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED BASE 30 FLY 30 SWIM CLIMB MISC

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES cold/5 fire/5

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR none						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (thrown)	+4	1d4	19-20,x2	10	P	0.5	
dagger (melee)	+3	1d4+3	19-20,x2		S	0.5	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	daggers			
	Kelp Tiara - +2 Swim & +2 AC (in water only)			

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
1.0	0.0	0.0		1.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230	N	230	460	1150
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	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				

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			Resistance - Subject gains +1 on saving throws.	Abjuration					
0			Acid Splash - Orb deals 1d3 acid damage.	Conjuration					
0			Drench - A sudden downpour soaks a target creature or object.	Conjuration					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or small object.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Breeze - Create a light wind that blows against target from direction of your choice.	Evocation					
0			Dancing Lights - Creates torches or other lights.	Evocation					
0			Flare - Dazzles one creature (-1 on attack rolls).	Evocation					
0			Light - Object shines like a torch.	Evocation					
0			Penumbra - Protects creature or object touched from bright light.	Evocation					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Scoop - Create a scoop of force to pick up or carry liquids.	Evocation					
0			Spark - Ignites flammable objects.	Evocation					
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Disrupt Undead - Deals 1d6 damage to one undead.	Necromancy					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
0			Open/Close - Opens or closes small or light things.	Transmutation					
0			Root - Reinforces a subjects defense against being moved or tripped.	Transmutation					
0			Scrivener's Chant - Animate quill to make a copy of writing on another page.	Transmutation					
0			Arcane Mark - Inscribe a personal rune on an object or creature (visible or invisible).	Universal					
0			Prestidigitation - Performs minor tricks.	Universal					
1			Comprehend Languages - You understand all spoken and written languages.	Divination					
1			Identify - Gives +10 bonus to identify magic items.	Divination					
1			True Strike - +20 on your next attack roll.	Divination					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					