

Pānī Bōlavavum

CHARACTER
 Undine Medium Male
 RACE & LA SIZE GENDER
 72 Neutral Kelizandri
 AGE ALIGNMENT DEITY

PLAYER
 5'8" 145 kelp green turquoise blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Isle of Jalmeray, Scholar
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aquan, common, Terran, Auran

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	16	3	14	2		
CON	11	0	11			
INT	15	2	15			
WIS	14	2	12	2		
CHA	21	5	19	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	8	1	summoner	0	4		0	0	2	1
TOTAL HP			TOTALS							
8			0			4 0 0 0 2 1				

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	13	-10+	3	0	0					

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

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		1		
RANGED	3	0		3		
CMB	1	0	STR	1		
CMD	14	-10+	BOB	0	STR & DEX	4

COMBAT NOTES & MODIFIERS										
ARMOR CHECK PENALTY: -1 MAXIMUM DEX: 5 SPELL FAILURE: 0%										

FEATS & FEATURES

Race: Undine water Geniekin (ISR-253)
 Darkvision 60'
 Hydraulic Push (Sp) 1/day
 Water Affinity (Cha+2 for Summoners)
 Class: Summoner (APG-54) HD: d8
 Weapon Prof.: All simple, Armor Prof.: Light
 Summon Monster I - 8/day as spell Stingray (B2-232) (PCR-350)
 Lifelink (Su) caster loses HP instead of eidolon (APG-56)
 Eidolon - see separate character sheet for Paśu
 Summoner's Call +2 Dex to Eidolon (APG-171)

CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	8	1	summoner	0	4		0	0	2	1
TOTAL HP			TOTALS							
8			0			4 0 0 0 2 1				

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS	2		3							
* APPRAISE	2		2							
* BLUFF	5		5							
* CLIMB	0		1							
* CRAFT: arcane	6	1	2	3						
* DIPLOMACY	5		5							
* DISABLE DEVICE	2		3							
* DISGUISE	5		5							
* ESCAPE ARTIST	2		3							
* FLY	2		3							
* HANDLE ANIMAL	2		5							
* HEAL	2		2							
* INTIMIDATE	5		5							
* KN: all	6	1	2	3						
* KN:			2							
* KN:			2							
* KN:			2							
* KN:			2							
* KN:			2							
* KN:			2							
* LINGUISTICS	2		2							
* PERCEPTION	2		2							
* PERFORM	5		5							
* PROF:	2		2							
* RIDE	2		3							
* SENSE MOTIVE	2		2							
* SLEIGHT OF HAND	2		3							
* SPELLCRAFT	6	1	2	3						
* STEALTH	2		3							
* SURVIVAL	2		2							
* SWIM	0		1							
* USE MAGIC DEVICE	9	1	5	3						

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
 SPEED: 30
 INIT: 3 = 3 DEX MOD + 0 MISC MOD
 HERO:
 SR: DR:
 RESISTANCES: cold 5
 POOL POINTS:

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded Leather	3	5	-1	0	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+3	1d4	19-20,x2	10	P/S	1.0	
quarterstaff	+3	1d6	x2		B	4.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Underwater's Adventurer's Kit			
	dagger (x2)			
	quarterstaff			
	studded leather			

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
25.0	0.0	0.0		25.0

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"/>

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	3	1	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<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
	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
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Acid Splash - Shoot small orb of acid for 1d3 acid damage	conjuration	instant	close	none	no	PCR-239
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									
0									
1			Rejuvenate Eidolon (lesser) - heal 1d10 +lvl hp dam from eidolon (max+5)	conjuration	instant	touch	none	no	APG-238
1			Unseen Servant - Invisible force obeys your commands.	conjuration	1 hr/lvl	close	none	no	PCR-364
1									
1									
1									
1									