

Pānī Bōlāvavum

CHARACTER  
 Undine Medium Male  
 RACE & LA SIZE GENDER  
 72 Neutral Kelizandri  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Aquan, common, Terran, Auran, undercommon

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

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	25	7	19	2	4	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
62	62	10	summoner	7	40		3	3	7	10	
TOTAL HP			TOTALS		7	40	0	3	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	5	0	3				2	
TOUCH	13	-10+			3					
FLAT-FOOT	15	-10+	5	0	0					

ARMOR CHECK PENALTY: -1  
 MAXIMUM DEX: 5  
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	0		2	
REF	8	3	3		2	
WILL	11	7	2		2	

COMBAT NOTES & MODIFIERS  
 +2 BAB on second attack

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	8	7		1		
RANGED ATTACK MODIFIER	10	7		3		
CMB	10	7	DEX	3		
CMD	21	-10+	B7B	0	STR & DEX	4

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	2		3		
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	7		7		
<input type="checkbox"/> CLIMB *	STR	0		1		
<input checked="" type="checkbox"/> CRAFT: arcane	INT	12	7	2	3	
<input type="checkbox"/> DIPLOMACY	CHA	7		7		
<input type="checkbox"/> DISABLE DEVICE *	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	7		7		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	2		3		
<input checked="" type="checkbox"/> FLY *	DEX	6	1	3	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11	1	7	3	
<input type="checkbox"/> HEAL	WIS	2		2		
<input type="checkbox"/> INTIMIDATE	CHA	7		7		
<input checked="" type="checkbox"/> KN: all	INT	15	10	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input checked="" type="checkbox"/> LINGUISTICS	INT	6	1	2	3	
<input type="checkbox"/> PERCEPTION	WIS	2		2		
<input type="checkbox"/> PERFORM:	CHA	7		7		
<input checked="" type="checkbox"/> PROF:	WIS	6	1	2	3	
<input checked="" type="checkbox"/> RIDE *	DEX	6	1	3	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	10	2	3	
<input type="checkbox"/> STEALTH *	DEX	2		3		
<input type="checkbox"/> SURVIVAL	WIS	2		2		
<input checked="" type="checkbox"/> SWIM *	STR	4	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	17	7	7	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Undine water Geniekin (ISR-253) Resilient Eidolon - if unconscious or killed, eidolon remains lvl mds (UM-155)

Darkvision 60' Extra Evolution x2 - increase evolution pool points by 2 (UM-150)

Hydraulic Push (Sp) 1/day Improved Initiative +4

Water Affinity (Cha+2 for Summoners)

Class: Summoner (APG-54) HD: d8

Weapon Prof.: All simple, Armor Prof.: Light

Summon Monster V - 9/day as spell Stingray (B2-232) (PCR-350)

Lifelink (Su) caster loses HP instead of eidolon (APG-56)

Eidolon - see separate character sheet for Pašu

Summoner's Call +2 Dex to Eidolon (APG-171)

Bond Senses (Su) share senses of his eidolon lvl/day (APG-57)

Shield Ally (Ex) +2 AC & saves w/ eidolon

Maker's Call (Su) - dimension door Eidolon to side x=2/day

Transposition (Su) - swap positions w/ eidolon

Aspect (Su) - divert points from eidolons pool to add evolutions to self

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  105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30		30		

INIT 7 = 3 DEX MOD + 4 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 submersible studded leather +2	5	5	-1	0	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+10	1d4+3	19-20,x2	10	P/S	1.0	
summoner's quarterstaff +2, +4 vs summoned creatures	+8+2	1d6+5	x2		B	4.0	



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	7	5	2		5
18	2nd	6	4	2		5
19	3rd	5	3	2		4
20	4th	2	1	1		2
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

**SPELL POINTS**

**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				

**SPELL POINTS**

**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			Message - Whisper conversation at distance.	transmutation	10 min/lvl	medium	none	no	PCR-313
0			Mage Hand - 5-pound telekinesis.	transmutation	conc	close	none	no	PCR-306
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			Corrosive Touch - Touch attack deals 1d4 acid/level.	conjuration	instant	touch	none	yes	UM-213
1			Summon Monster I - Summons extraplanar creature to fight for you.	conjuration	1 rnd/lvl	close	none	no	PCR-351
1			Mount -Summons riding horse for 2 hours/level.	conjuration	2 hrs/lvl	close	none	no	PCR-315
1			Life Conduit - share 1d6 hp with eidolon either way	conjuration	1 rnd/lvl	personal	none	no	UC-233
2			Evolution Surge, Lesser - Grants eidolon an evolution with 2 evolution points.	transmutation	1 rnd/lvl	touch	will	no	APG-220
2			Restore Eidolon, Lesser - Lesser restoration for an eidolon.	conjuration	instant	touch	will	yes	UM-235
2			Summon Eidolon - Instantly summons your eidolon for duration of spell.	conjuration	1 rnd/lvl	close	none	no	APG-248
2			Summon Monster II - Summons extraplanar creature to fight for you.	conjuration	1 rnd/lvl	close	none	no	PCR-352
2			Summon Swarm - Summons swarm of bats, rats, or spiders.	conjuration	conc+2rnds	close	none	no	PCR-354
3			Rejuvenate Eidolon - As lesser rejuvenate eidolon, but cures 3d10 damage +1/level (max +10).	conjuration	instant	touch	none	no	APG-238
3			Restore Eidolon - Restoration for an eidolon.	conjuration	instant	touch	will	yes	UM-235
3			Evolution Surge - Grants eidolon an evolution with 4 evolution points.	transmutation	1 rnd/lvl	touch	will	no	APG-220
3			Summon Monster IV - Summons extraplanar creature to fight for you.	conjuration	1 rnd/lvl	close	none	no	PCR-352
4			Purified Calling - Eidolon summoned is fully healed.	conjuration	1 min	personal	none	no	APG-237
4			Transmogrify - Change your eidolon's evolutions.	transmutation	instant	touch	will	no	APG-250