Character	Player
Pupuhi	Hebeloma

Race & LA	Size	Gender	Height	Weight	Hair	Eyes	Skin
Amphian	Medium	Female	5'8"	135 lbs	Orange	Black	orange/white/blac

Age	Alignment	Deity	Homeland & Background Occupation
40	Chaotic Neutral	Naderi, the Lost Maiden	Obari Ocean

Languages: Common, Aquan, Abyssal, Sylvan

Pathfinder Roleplaying Game

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

Ability Score	Total	Mod	Base	Enhance	Misc	Temp
STR	10	0	12	-2		
DEX	16	3	14	2		
CON	10	0	10			
INT	16	3	16			
WIS	10	0	10			
CHA	20	5	18	2		

Ability Score & Racial Notes

HITPOINTS

Current HP: 7

Nonlethal HP Dam

Temporary HP

Total HP: 7

CLASS RECORDER

Class Name	HP Gained	HD	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
sorcerer	6	1	0	5	1	0	0	2	1
Totals (Favored Class: sorcerer)			0	5	1	0	0	2	1

Conditions & Miscellaneous Tracking

ATTACKS & DEFENSE

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Misc	Temp
AC	13	=10+	0	0	3						
Touch	13	=10+			3						
Flat-Foot	10	=10+	0	0	0						

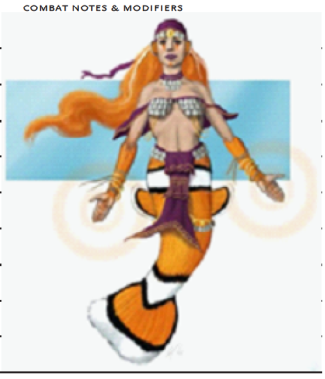
Armor Check Penalty: 0

Maximum Dex: --

Spell Failure: 0%

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
Fort	0	0	0			
Ref	3	0	3			
Will	2	2	0			

Combat Notes & Modifiers



Attacks	Total	Base Attack Bonus	Temp	Ability	Size	Misc
Melee Attack Modifier	0	0		0		
Ranged Attack Modifier	3	0		3		
CMB	5	0	CHA	5		
CMD	13	=10+ BAB 0	Dodge & Deflect	Str & Dex 3		

SKILLS

Ranks Total Trained: 5

Skill	Ability	Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ♦	DEX	3		3		
☆ ☑ Appraise	INT	3		3		
☆ ☑ Bluff	CHA	5		5		
☆ ☐ Climb ♦	STR	0		0		
☆ ☑ Craft:	INT	7	1	3	3	
☆ ☐ Diplomacy	CHA	5		5		
☐ Disable Device ♦	DEX			3		
☆ ☐ Disguise	CHA	5		5		
☆ ☐ Escape Artist ♦	DEX	3		3		
☆ ☑ Fly ♦	DEX	3		3		
☐ Handle Animal	CHA			5		
☆ ☐ Heal	WIS	0		0		
☆ ☑ Intimidate	CHA	5		5		
☑ Kn: arcana	INT	7	1	3	3	
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Kn:	INT			3		
☐ Linguistics	INT			3		
☆ ☐ Perception	WIS	0		0		
☆ ☐ Perform:	CHA	5		5		
☑ Prof:	WIS			0		
☆ ☐ Ride ♦	DEX	3		3		
☆ ☐ Sense Motive	WIS	0		0		
☐ Sleight of Hand ♦	DEX			3		
☑ Spellcraft	INT	7	1	3	3	
☆ ☐ Stealth ♦	DEX	3		3		
☆ ☐ Survival	WIS	0		0		
☆ ☑ Swim ♦	STR	4	1	0	3	
☑ Use Magic Device	CHA	9	1	5	3	
☐	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

Experience: 0 / 2,000
Slow ☐ Medium ☑ Fast ☐

	Base	Fly	Swim	Climb	Misc
Speed	5		30		

Init 7 = 3 (Dex Mod) + 4 (Misc Mod)

Hero

SR

DR

Resistances

Pool Points

FEATS & FEATURES

Class features, racial traits, feats, and character features

- Race: Amphia (Humanoid: Aquatic, Merfolk) (CSBBB-12)
- Racial Buoyancy -60; Depth Tolerance: 300 feet
- Fast Swim Speed: swim 30 ft; land 5 ft
- Psionically Attuned: Wild Talent Feat
- Venom Resistance: immune natural poisons; +2 save vs other poisons
- Class: Sorcerer (CRB) HD: d6; skills 2 + Int Mod
- Weapon Prof: All Simple; Armor Prof: None
- Bloodline: Aquatic (APG)
- Bloodline Arcana: +1 DC water spells; summoned water +1 attack/dam
- Dehydrating Touch: 1d6+1/2lvl dam (lethal for aquatic) (3+ChaMod/day)
- Eschew Materials: Don't need material components
- Improved Initative +4

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 (melee)	+0	1d4	19-20,x2		S	1.0	
dagger (thrown)	+3	1d4	19-20,x2	10	P	1.0	

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	dagger			

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
2.0	0.0	0.0		2.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Sorcerer | LEVEL: 1

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

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 110 | LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON: Aquatic

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: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
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					

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