

**Pupuhi**  
 CHARACTER: **Amphian** Medium Female  
 RACE & LA: **Amphian** SIZE: **Medium** GENDER: **Female**  
 AGE: **40** ALIGNMENT: **Chaotic Neutral** DEITY: **Naderi, the Lost Maiden**  
 LANGUAGES: **Common, Aquan, Abyssal, Sylvan**

**Hebeloma**  
 PLAYER: **Hebeloma**  
 HEIGHT: **5'8"** WEIGHT: **135 lbs** HAIR: **Orange** EYES: **Black** SKIN: **orange/white/black**  
 HOMELAND & BACKGROUND OCCUPATION: **Obari Ocean**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>10</b>	<b>0</b>	<b>12</b>	<b>-2</b>		
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>CON</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>INT</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>WIS</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>CHA</b>	<b>22</b>	<b>6</b>	<b>18</b>	<b>2</b>	<b>2</b>	

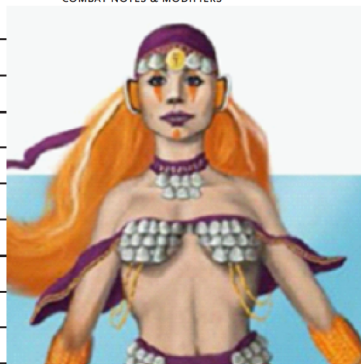
HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>27</b>	<b>22</b>	<b>5</b>	<b>sorcerer</b>	<b>2</b>	<b>25</b>	<b>5</b>	<b>1</b>	<b>1</b>	<b>4</b>	<b>5</b>
TOTAL HP			TOTALS							
TOTAL HP: <b>27</b>			FAVORED CLASS: <b>sorcerer</b>		TOTALS: <b>2</b>		TOTALS: <b>25</b>		TOTALS: <b>5</b>	

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>15</b>	-10+	<b>0</b>	<b>0</b>	<b>3</b>				<b>2</b>	
<b>TOUCH</b>	<b>15</b>	-10+			<b>3</b>				<b>2</b>	
<b>FLAT-FOOT</b>	<b>12</b>	-10+	<b>0</b>	<b>0</b>	<b>0</b>				<b>2</b>	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>1</b>	<b>1</b>	<b>0</b>			
<b>REF</b>	<b>4</b>	<b>1</b>	<b>3</b>			
<b>WILL</b>	<b>4</b>	<b>4</b>	<b>0</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>2</b>	<b>2</b>		<b>0</b>		
<b>RANGED</b>	<b>5</b>	<b>2</b>		<b>3</b>		
<b>CMB</b>	<b>8</b>	<b>2</b>	<b>CHA</b>	<b>6</b>		
<b>CMD</b>	<b>15</b>	-10+	<b>B2B</b>	<b>0</b>	<b>3</b>	



**FEATS & FEATURES**

Race: Amphian (Humanoid: Aquatic, Merfolk) (CSBBB-12) Improved Initiative +4  
 Racial Buoyancy -60; Depth Tolerance: 300 feet Spell Focus (Conjuration)  
 Fast Swim Speed: swim 30 ft; land 5 ft Augment Summoning: +4 Str to summoned creatures  
 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+1/2lv dam (lethal for aquatic) (3+ChaMod/day)  
 Eschew Materials: Don't need material components  
 Aquatic Adaptation (Ex): swim speed +30 feet.

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	3		3		
<input checked="" type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	6		6		
<input type="checkbox"/> CLIMB	STR	0		0		
<input checked="" type="checkbox"/> CRAFT	INT	10	4	3	3	
<input type="checkbox"/> DIPLOMACY	CHA	6		6		
<input type="checkbox"/> DISABLE DEVICE	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	6		6		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		3		
<input checked="" type="checkbox"/> FLY	DEX	3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA			6		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	10	1	6	3	
<input checked="" type="checkbox"/> KN: arcana	INT	11	5	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input type="checkbox"/> PERCEPTION	WIS	0		0		
<input type="checkbox"/> PERFORM	CHA	6		6		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input type="checkbox"/> RIDE	DEX	3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	5	3	3	
<input type="checkbox"/> STEALTH	DEX	3		3		
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input checked="" type="checkbox"/> SWIM	STR	8	5	0	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	14	5	6	3	
<input type="checkbox"/>	STR					
<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  **15,000 / 23,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>5</b>	<b>5</b>		<b>60</b>		

**INIT** **7** = **3** DEX MOD + **4** MISC MOD

**HERO**

**SR** **DR**

**RESISTANCES**

**POOL POINTS**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: <b>None</b>						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee) +2	+2+2	1d4+2	19-20,x2		S	1.0	
dagger (thrown) +2	+5+2	1d4+2	19-20,x2	10	P	1.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	dagger +2			
	wand of aquatic summoning			
	grants swim speed 30' & water-breathing to all summoned creatures			
	ring of protection +2			

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	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>		

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	8	6	2		4+1
18	2nd	6	4	2		2+1
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	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			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					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
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			Hydraulic Push - Wave of water bull rushes an enemy.	Evocation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
2			Slipstream - Wave boosts creature's speed.	Conjuration					
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation					
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					