

Samudra Cūḍēla

CHARACTER
Aquatic Elf Medium Female
 RACE & LA SIZE GENDER
 121 Chaotic Neutral Gozreh
 AGE ALIGNMENT DEITY
 PLAYER
 5'4" 90 lbs pale blue blue ice cerulean
 HEIGHT WEIGHT HAIR EYES SKIN
 Elven Home Reefs in Desperation Bay, off the coast of Sargava
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Elven, Aquan, Sylvan, Aboleth, Azlanti, Thassilonian, Abyssal, undercommon

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	19	4	17	2		
CON	13	1	15	-2		
INT	24	7	18	2	4	
WIS	11	0	11			
CHA	10	0	15			-5

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
52	52	10	Witch	5	80		3	3	7	10
TOTAL HP			TOTALS							
52			5 80 0 3 3 7 10							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	4	0	4	2				
TOUCH	16	-10+			4	2				
FLAT-FOOT	14	-10+	4	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	7	3	4			
WILL	7	7	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	5		1		
RANGED	9	5		4		
CMB	9	5	DEX	4		
CMD	22	-10+	B5B	DODGE & DEFLECT 2	STR & DEX 5	

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

Race: Aquatic Elf (ISR-242)
 Class: Witch (APG-65) & Sea Witch (UM-85) HD: d6
 Elven Immunity: Immune to sleep, +2 save vs enchantment
 Keen senses: +2 perception
 Weapon prof.: rapiers, short swords, tridents & all simple
 Low Light Vision
 Amphibious: breathe both water and air.
 Elven Magic: +2 overcome SR; +2 spellcraft
 Armor prof.: none
 Witch's Patron: Water (APG-??)
 Feat - Extra Hex x5 (APG-160)
 Familiar: Octopus +2 dodge AC in water only
 Sea Creature Empathy (UM085) as Druid's Wild Empathy
 Brew Potion

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 4		4		
* APPRAISE	INT 7		7		
* BLUFF	CHA 0		0		
* CLIMB *	STR 1		1		
* CRAFT: alchemy	INT 23	9	7	3	4
* DIPLOMACY	CHA 0		0		
* DISABLE DEVICE *	DEX		4		
* DISGUISE	CHA 0		0		
* ESCAPE ARTIST *	DEX 4		4		
* FLY *	DEX 16	9	4	3	
* HANDLE ANIMAL	CHA		0		
* HEAL	WIS 4	1	0	3	
* INTIMIDATE	CHA 8	5	0	3	
* KN: arcana	INT 20	10	7	3	
* KN: history	INT 15	5	7	3	
* KN: nature	INT 15	5	7	3	
* KN: planes	INT 20	10	7	3	
* KN:	INT		7		
* KN:	INT		7		
* LINGUISTICS	INT		7		
* PERCEPTION	WIS 6		0		6
* PERFORM:	CHA 0		0		
* PROF: herbalist	WIS 8	5	0	3	
* RIDE *	DEX 4		4		
* SENSE MOTIVE	WIS 4		0		4
* SLEIGHT OF HAND *	DEX		4		
* SPELLCRAFT	INT 22	10	7	3	2
* STEALTH *	DEX 4		4		
* SURVIVAL	WIS 0		0		
* SWIM *	STR 5	1	1	3	
* USE MAGIC DEVICE	CHA 13	10	0	3	
* STR					
* STR					
* STR					
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* 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 SLOW MEDIUM FAST 105,000 / 105,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30		30		
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Corset of dire witchcraft +4	4					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
returning dagger +2 attack, +3 acid damage, ignore DR	+9+2	1d4+1+3 acid	19-20,x2	10	P/S	1.0	ignore DR
quarterstaff	+6	1d6+1	x2		B	2.0	

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Arcane Mark - Inscribes a personal rune on an object or creature	universal	permanent	touch	none	no	PCR-
0			Bleed - Cause a stabilized creature to resume dying.	necromancy	instant	close	will	yes	PCR-
0			Dancing Lights - Creates torches or other lights.	evocation	1 min	medium	none	no	PCR-
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	enchantment	1 rnd	close	will	yes	PCR-
0			Detect Magic - Detects all spells and magic items within 60 ft.	divination	1 min/lvl	60'	none	no	PCR-267
0			Detect Poison - Detects poison in one creature or small object.	divination	instant	close	none	no	PCR-
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	PCR-292
0			Light - Object shines like a torch	evocation	10 min/lvl	touch	none	no	PCR-
0			Mending - Makes minor repairs on an object.	transmutation	instant	10'	will	yes	PCR-
0			Message - Whisper conversation at distance.	transmutation	10 min/lvl	medium	none	no	PCR-
0			Putrefy Food and Drink - Makes food and water inedible.	transmutation	instant	10'	will	yes	APG-237
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	PCR-330
0			Resistance - Subject gains +1 on saving throws.	abjuration	1 min	touch	will	yes	PCR-
0			Spark - Ignites flammable objects.	evocation	instant	close	fort	yes	APG-246
0			Stabilize - Cause a dying creature to stabilize	conjuration	instant	close	will	yes	PCR-
0			Touch of Fatigue - Touch attack fatigues target.	necromancy	1 rnd/lvl	touch	fort	yes	PCR-
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	will	yes	PCR-
1			Fumbletongue - Target cannot speak intelligently.	Enchantment	1d4 rnd	close	will	yes	UM-221
1			Icicle Dagger - create magic dagger of ice, normal damage +1 cold	Conjuration	1 min/lvl	touch	none	no	UM-224
1			Ill Omen - Target rolls twice for checks and attacks and uses worst roll.	Enchantment	1 rnd/lvl	close	none	yes	APG-229
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy	instant	touch	will, 1/2	yes	PCR-
1			Ray of Sickening - Ray makes subject sickened. (-2 on all rolls)	Necromancy	1 min/lvl	close	fort	yes	UM-234
1			Summon Monster I - summon dolphin	Conjuration	1 rnd/lvl	close	none	no	PCR-
1			Unseen Servant - Invisible force obeys your commands.	Conjuration	1 hr/lvl	close	none	no	PCR-
1			curse water - make water unholy	Necromancy	instant	touch	will	yes	PCR-
2			slipstream - increase move by 10, swim by 20	conjuration	10 min/lvl	touch	reflex	no	APG
2			Alter Self - Assume form of a Small or Medium humanoid.						PCR
2			Augury - Learns whether an action will be good or bad.						PCR
2			Blindness/Deafness - Makes subject blinded or deafened.						PCR
2			Blood Transcription - Learn a spell from the target's blood.						UM
2			Disfiguring Touch - Target becomes disfigured.						UM
2			Feast of Ashes - target starves with an insatiable hunger.						APG
2			Hold Person - Paralyzes one humanoid for 1 round/level.						PCR
2			Mad Hallucination - Target takes penalties to mental actions.						UM
2			Pox Pustules - Subject is sickened and has -4 Dex.						APG
2			Share Memory - Share one memory with the target.						UM
2			Spectral Hand - Creates disembodied glowing hand to deliver touch attacks.						PCR
2			Touch of Idiocy - Subject takes 1d6 penalty to Int, Wis, and Cha.						PCR
2			Unnatural Lust - Target is compelled to kiss or caress another.						UM
2			Vomit Swarm - Produces a spider swarm that fights for you.						APG

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Water breathing - allow targets to breather underwater	transmutation	2 hrs/lvl	touch	will	yes	PCR
3			Bestow Curse - -6 to an ability; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.						PCR
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.						PCR
3			Dispel Magic - Cancels one magical spell or effect.						PCR
3			Excruciating Deformation - Target takes Dex and Con damage.						UM
3			Lightning Bolt - Electricity deals 1d6/level damage.						PCR
3			Cup of Dust - Causes a creature to become dehydrated.						APG
3			Malediction - Touch to kill an unconscious creature						APG
3			Rain of Frogs - Summon a swarm of poisonous frogs.						UM
3			Reckless Infatuation - Target is compelled to stay near another.						APG
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.						PCR
3			Remove Curse - Frees object or person from curse.						PCR
3			Remove Disease - Cures all diseases affecting subject.						PCR
3			Unadulterated Loathing - Target is compelled to avoid another creature.						UM
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.						PCR
4			Control Water - lower or raise water 10'x10' by 2'/lvl	transmutation	10 min/lvl	long	none	no	PCR
4			Black Tentacles - Tentacles grapple all creatures within a 20-ft. spread.						PCR
4			Cape of Wasps - Wasp swarm defends or carries you.						UM
4			Curse of Magic Negation - Target gains the negated spellblight.						UM
4			Crushing Despair - Subjects take -2 on attack rolls, damage rolls, saves, and checks.						PCR
4			Fear- Subjects within cone flee for 1 round/level.						PCR
4			Fleshworm Infestation - Worms deal hp and Dex damage.						UM
4			Geas, Lesser - Commands subject of 7 HD or less.						PCR
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.						PCR
4			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.						PCR
4			Summon Accuser - Summons a single accuser devil from Hell to do your bidding.						RG
4			Volcanic Storm - Hot rocks deal 5d6 damage.						UM
5			geyser - hot water 5' sq rising 10'/2 lvls for 3d6 fire dam + fall dam	conjuration	conc+1rnd/lv	long	reflex	no	APG
5			Baleful Polymorph - Turns subject into harmless animal.						PCR
5			Cloudkill - Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.						PCR
5			Curse, Major - As bestow curse, but harder to remove.						UM
5			Hold Monster - As hold person, but any creature.						PCR
5			Hostile Juxtaposition - link with a targeted creature, and switch spots with it.						UC
5			Smug Narcissism - Target is distracted by its sense of self.						UM
5			Suffocation - Target quickly suffocates to death.						APG
5			Summon Infernal Host - Summon host devils.						RG
5			Teleport - Instantly transports you as far as 100 miles per level						PCR