

Suv
 CHARACTER: Naiad medium female
 RACE & LA: 277 Chaotic Neutral Raqadah the Water Lord (TFW 32)
 AGE: Sylvan, Common, Druidic, Aquan, Abyssal
 Hebeloma
 PLAYER: 5'2" 110 lbs kelp green liquid green algae green
 HEIGHT WEIGHT HAIR EYES SKIN
 Lake Encarthan, off the coast of Kyonin
 HOMETLAND & BACKGROUND OCCUPATION



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	18	4	16	2		
CON	10	0	10			
INT	14	2	14			
WIS	10	0	10			
CHA	20	5	18	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	10	1	Shifter	1	6	1	2	2	0	1
TOTAL HP			TOTALS							
11			Shifter		1 6 1 2 2 0 1					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	6	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS	DEX	4	4		
<input type="checkbox"/> APPRAISE	INT	2	2		
<input type="checkbox"/> BLUFF	CHA	5	5		
<input checked="" type="checkbox"/> CLIMB	STR	0	0		
<input checked="" type="checkbox"/> CRAFT	INT	2	2		
<input type="checkbox"/> DIPLOMACY	CHA	5	5		
<input type="checkbox"/> DISABLE DEVICE	DEX		4		
<input type="checkbox"/> DISGUISE	CHA	5	5		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4	4		
<input checked="" type="checkbox"/> FLY	DEX	4	4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11	1	5	3
<input type="checkbox"/> HEAL	WIS	0	0		
<input type="checkbox"/> INTIMIDATE	CHA	6	1	5	
<input checked="" type="checkbox"/> KN: (nature)	INT	8	1	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 type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT			2	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3
<input type="checkbox"/> PERFORM	CHA	5		5	
<input checked="" type="checkbox"/> PROF:	WIS			0	
<input checked="" type="checkbox"/> RIDE	DEX	4		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			2	
<input checked="" type="checkbox"/> STEALTH	DEX	8	1	4	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0	
<input checked="" type="checkbox"/> SWIM	STR	4	1	0	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			5	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	2	2	0			
REF	6	2	4			
WILL	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	1	1	0			
RANGED	5	1	4			
CMB	6	1	CHA	5		
CMD	15	-10+	B1B	0	STR & DEX	4



FEATS & FEATURES

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Naiad (B6 200) (fey, aquatic)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Low-Light Vision; Move 30'; Speed 30'
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Fey Nature: +2 Handle Animal and Knowledge (nature)
 Shifter Aspect (Su): Water Elemental (see below)
 Inspiration (Su): can give token for +1 Will, Craft & Perform
 Minor Form: (3 + shifter lvl minutes/day)
 Amphibious (Ex): breathe water or air
 Elemental Strike (Su): attacks do add'l 1d6 cold damage
 Elemental Speech (Su): Tongues w/ water type creatures
 Archetype: Elementalist Shifter (Water) (UW: 78)

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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	0	/	2,000	
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 Lesser Breastplate of the Lake	6	5	0	25	Med	15.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+1	1d4 + 1d6 cold	19-20,x2		S	1.0	
dagger (thrown)	+5	1d4 + 1d6 cold	19-20,x2	10	P	1.0	
spear (melee)	+1	1d8 + 1d6 cold	20,x3		P	6.0	
spear (thrown)	+5	1d8 + 1d6 cold	20,x3	20	P	6.0	

