

Suv

CHARACTER

Naiad

medium

female

RACE & LA

277

Chaotic Neutral

Ragadahn the Water Lord (TFW 32)

AGE

ALIGNMENT

DEITY

LANGUAGES: 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

HOMELAND & 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

22

6

18

2

2

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

47

HP GAINED

42

HD

5

CLASS NAME

Shifter

BAB

5

SKILL

30

FC HPS

5

FORT

4

REF

4

WILL

1

LEVELS

5

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

47

FAVORED CLASS

Shifter

TOTALS

5

30

5

4

4

1

5

CLASS RECORDER

AB

SK

FC

FO

RE

WI

LE

ARMOR CLASS

TOTAL

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

ARMOR CHECK PENALTY

MAXIMUM DEX

SPELL FAILURE

AC

22

-10+

7

0

4

1

0

5

25%

TOUCH

15

-10+

4

1

FLAT-FOOT

18

-10+

7

0

0

1

COMBAT NOTES & MODIFIERS

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

4

4

0

REF

8

4

4

WILL

1

1

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

5

5

0

RANGED

9

5

4

CMB

11

5

CHA

6

CMD

19

-10+

B5B

DODGE & DEFLECT

0

STR & DEX

4

COMBAT NOTES & MODIFIERS



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod

Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks

Armor Prof: Light & Medium Armor, Shields (no metal)

Shifter Aspect (Su): Water Elemental, Air (see below)

Minor Form: (3 + shifter lvl minutes/day)

Elemental Strike (Su): attacks do add'l 2d6 cold damage

Elemental Speech (Su): Tongues w/ water type creatures

Archetype: Elementalist Shifter (Water) (UW: 78)

Defensive Instinct: +WisMod/2 to AC if no metal armor +1

Track: +lvl/2 Survival to track

Woodland Stride: move through underbrush at speed w/o damage

Elemental Body: Use Shifter Major Aspect lvl hrs/day (1/day)

Trackless Step: Cannot be tracked

Race: Naiad (B6 200) (fey, aquatic)

Low-Light Vision; Move 30'; Speed 30'

Fey Nature: +2 Handle Animal and Knowledge (nature)

Inspiration (Su): can give token for +1 Will, Craft & Perform

Amphibious (Ex): breathe water or air

Aquatic Combatant: +2 Swim & No penalty on underwater combat

skill focus (intimidate) +3

EXPERIENCE

SLOW

MEDIUM

FAST

15,000

/

23,000

SPEED

30

30

30

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 +1

7

5

0

25

Med

15.0

SHIELD

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

dagger (melee)

+5

1d4 +2d6 cold

19-20,x2

S

1.0

dagger (thrown)

+9

1d4 +2d6 cold

19-20,x2

10

P

1.0

spear (melee) +1

+5+1

1d8+1+2d6 cold

20,x3

P

6.0

spear (thrown) +1

+9+1

1d8+1+2d6 cold

20,x3

20

P

6.0

[illegible][illegible]

BAGS & CONTAINERS									
36	CONTAINER				VOLUME/WEIGHT LIMIT/NOTES				WEIGHT
CURRENCY									
PLATINUM	CARRIED	CARRIED WGT N/A		STORED					
GOLD									
SILVER									
COPPER									
TREASURE CARRIED									
36	TREASURE								WEIGHT
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 <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>			