

Suv
 CHARACTER: Naiad medium female
 RACE & LA: 277 Chaotic Neutral Ragadah 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
 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	24	7	18	2	4	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
92	82	10	Shifter	10	60	10	7	7	3	10	
TOTAL HP			TOTALS		10	60	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	8	0	4				2	
TOUCH	16	-10+			4				2	
FLAT-FOOT	20	-10+	8	0	0				2	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	12	5	4	3	
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	7		7		
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3	
<input checked="" type="checkbox"/> CRAFT	INT	2		2		
<input type="checkbox"/> DIPLOMACY	CHA	11		7	4	
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	7		7		
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4		
<input checked="" type="checkbox"/> FLY	DEX	4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	13	1	7	3	2
<input type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	27	10	7	10	
<input checked="" type="checkbox"/> KN: (nature)	INT	17	10	2	3	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"/> KN:	INT			2		
<input type="checkbox"/> LINGUISTICS	INT			2		
<input checked="" type="checkbox"/> PERCEPTION	WIS	15	10	0	3	2
<input type="checkbox"/> PERFORM	CHA	7		7		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3	
<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	17	10	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	2	0	3	
<input checked="" type="checkbox"/> SWIM	STR	15	10	0	3	2
<input type="checkbox"/> USE MAGIC DEVICE	CHA			7		
<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	7	7	0			
REF	11	7	4			
WILL	3	3	0			

second attack @ +5 BAB

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	10	10		0		
RANGED ATTACK MODIFIER	14	10		4		
CMB	17	10	CHA	7		
CMD	24	-10+	10	0	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, Air, Earth (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 3d6 cold damage	Aquatic Combatant: +2 Swim & No penalty on underwater combat
Elemental Speech (Su): Tongues w/ water type creatures	skill focus (intimidate) +6
Archetype: Elementalist Shifter (Water) (UW: 78)	Persuasive +4 Intimidate & Diplomacy
Defensive Instinct: +WisMod/2 to AC if no metal armor +2	Nerve-Racking Negotiator: After intimidation, Will save or friendly
Track: +lvl/2 Survival to track	Threatening Negotiator: Intimidation lasts 2d6 hours
Woodland Stride: move through underbrush at speed w/o damage	
Elemental Body: Use Shifter Major Aspect lvl hrs/day (4/day)	Sandstorm (Su): 20' rad, dim light & 1d6 dam
Trackless Step: Cannot be tracked	Mudslide (Su): adjacent squares covered in difficult mud
Omnielementalist (Su): Combine two elemental forms	Downpour (Su): torrential rain extinguished fire and magical fire per dispel magic

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Lesser Breastplate of the Lake +2	8	5	0	25	Med	15.0

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	/	155,000		

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT	DEX MOD	MISC MOD
4	4	

HERO	SR	DR

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+10	1d4 +3d6 cold	19-20,x2		S	1.0	
dagger (thrown)	+14	1d4 +3d6 cold	19-20,x2	10	P	1.0	
spear (melee) +2	+10+2	1d8+2+3d6 cold	20,x3		P	6.0	
spear (thrown) +2	+14+2	1d8+2+3d6 cold	20,x3	20	P	6.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Shifter Aspects:		
Medium Water Elemental (B 126)		
Minor Form: +4 Str		
Major Form: move 20' swim 90'; +1 attack & dam in water; -4 if foe on land		
AC 17; slam +7 1d8+4; drench (touch extinguishes non-magical flame)		
Str 16 Dex 12 Con 15 Int 4 Wis 11 Cha 11		
dispel non-magical fires; magical fire per dispel magic		
Air Elemental: Minor +4 Dex		
Major: Medium air elemental (Bestiary 120),		
airborne foes -1 to hit & dam; fly 100' (perfect), turn into whirlwind		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Earth Elemental: Minor +4 Con		
Major: Medium earth elemental (Bestiary 122), burrow 20'; earthglide; +1 attack & dam		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Lesser Breastplate of the Lake +2			
	daggers			
	spear +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
29.0	0.0	0.0		29.0

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 <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>			

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