

Tekoura  
 CHARACTER: Apsara Medium Female  
 RACE & LA: Apsara Medium Female  
 SIZE: Medium GENDER: Female  
 AGE: 15 Neutral Naderi, the Lost Maiden  
 ALIGNMENT: Neutral DEITY: Naderi, the Lost Maiden  
 LANGUAGES: Common, Celestial, Aquan, Draconic, Aboleth

Hebeloma  
 PLAYER: Hebeloma  
 HEIGHT: 5'10" 145 lbs black black gold  
 WEIGHT: 145 lbs HAIR: black EYES: black SKIN: gold  
 Embaral Ocean  
 HOMELAND & BACKGROUND OCCUPATION: Embaral Ocean



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	16	3	14	2		
CON	12	1	12			
INT	16	3	16			
WIS	10	0	10			
CHA	22	6	18	2	2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
42	37	5	Ocean's Echo (Oracle)	3	35	5	1	1	4	5	
TOTAL HP			TOTALS		3	35	5	1	1	4	5

ABILITY SCORE & RACIAL NOTES

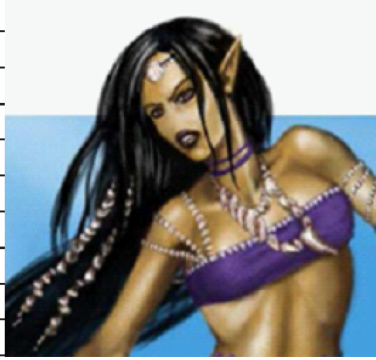
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	8	0	3					
TOUCH	13	-10+		3						
FLAT-FOOT	18	-10+	8	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	35
<input type="checkbox"/> ACROBATICS *	DEX	3	3		
<input 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	3	3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	10	1	6	3
<input type="checkbox"/> DISABLE DEVICE *	DEX		3		
<input type="checkbox"/> DISGUISE	CHA	6	6		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3	3		
<input type="checkbox"/> FLY *	DEX	3	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		6		
<input checked="" type="checkbox"/> HEAL	WIS	0	0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	13	4	6	3
<input checked="" type="checkbox"/> KN: history	INT	7	1	3	3
<input checked="" type="checkbox"/> KN: planes	INT	10	4	3	3
<input checked="" type="checkbox"/> KN: religion	INT	7	1	3	3
<input checked="" type="checkbox"/> KN: nature	INT	10	4	3	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 checked="" type="checkbox"/> PERFORM: (sing)	CHA	14	5	6	3
<input checked="" type="checkbox"/> PROF:	WIS		0		
<input type="checkbox"/> RIDE *	DEX	3	3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	8	5	0	3
<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 type="checkbox"/> SWIM *	STR	5	5	0	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		6		
<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	1	1			
REF	4	1	3			
WILL	4	4	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	3	0			
RANGED	6	3	3			
CMB	9	3	CHA	6		
CMD	16	-10+	B3B	0	3	



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

Race: Apsara (Humanoid: Aquatic, Merfolk) (CSBBB-17)   Feat: Extra Revelation (x1)  
 Racial Buoyancy -0; Depth Tolerance: 1000 feet  
 Fast Swim Speed: swim 50 ft; land 5 ft  
 Darkvision 60'  
 Minor Metamorphosis - change shape; gain ability (1 min/lvl) (1/day)  
 Celestial Resistance: acid 5, cold 5, electricity 5  
 Class: Oracle HD: d8; skills 4+Int Mod (APG)  
 Archetype: Ocean's Echo (BotS-12)  
 Weapons Prof: All Simple Weapons  
 Armor Prof: light & medium armor, and shields  
 Mystery: Heavens (APG)  
 Oracle's Curse: Powerless Prophecy: gain uncanny dodge; staggered first rnd  
 Revelation DC=10+lvl/2+Cha Mod = 17  
 Interstellar Void (Su): deal 1d6/lvl cold dam 1 foe w/in 30' (1/day)  
 Coat of Many Stars (Su): +4 AC (1 hr/lvl/day)  
 Uncanny Dodge (Ex): cannot be caught flat-footed  
 Dweller in Darkness (Sp): as Phantasmal Killer (1/day)  
 Inspiring Song (Ex) Inspire Courage: +1 saves, attack, damage (11/day)  
 Inspiring Song (Ex) Inspire Competence: allies +2 skills

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	5		50		
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	acid 5, cold 5, electricity 5				
POOL POINTS					

**ARMOR & WEAPONS**

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
crystal dagger (melee) +2	+3+2	1d4+2	19-20/x2		S	1.0	
crystal dagger (ranged) +2	+6+2	1d4+2	19-20/x2	10	P	1.0	



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="16"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="6"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="8"/>	<input type="text" value="6"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="4+2"/>
<input type="text" value="18"/>	<input type="text" value="2nd"/>	<input type="text" value="6"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="2+2"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**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
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination					
0			Virtue - Touched creature gains 1 temporary hp.	Transmutation					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Summon Sea's Ally - Summons sea creature to fight for you.	Conjuration					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Bless - Allies gain +1 on attack rolls and saves against fear.	Enchantment					
1			Command - One subject obeys selected command for 1 round	Enchantment					
1			Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.	Illusion					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Sound Burst - Deals 1d8 sonic damage to subjects; may stun them	Evocation					
2			Augury - Learns whether an action will be good or bad.	Divination					
2			Summon Sea's Ally II - Summons sea creature to fight for you.	Conjuration					