

Thellë Pellg

CHARACTER

Deepwater Nixie

Small

Male

RACE & LA

99

Chaotic Neutral

Naderi, the Lost Maiden

AGE

ALIGNMENT

DEITY

LANGUAGES: Aquan, Sylvan

Hebeloma

PLAYER

3' 11"

44 lbs

black

green

pale

HEIGHT

WEIGHT

HAIR

EYES

SKIN

Northern Arcadian Ocean

HOMELAND & BACKGROUND OCCUPATION

ABILITY SCORE

TOTAL

MOD

BASE

ENHANCE

MISC

TEMP

STR

14

2

16

-2

DEX

14

2

12

2

CON

14

2

14

INT

10

0

10

WIS

10

0

10

CHA

20

5

18

2

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

11

HP GAINED

10

HD

1

CLASS NAME

Skald

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

11

FAVORED CLASS

skald

TOTALS

0

4

1

2

0

2

1

CLASS RECORDER

BAB

SKILL

FC HPS

FORT

REF

WILL

LEVELS

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

AC

19

-10+

6

0

2

1

TOUCH

13

-10+

2

1

FLAT-FOOT

17

-10+

6

0

0

1

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

4

2

REF

2

0

WILL

2

2

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

3

0

2

1

RANGED

3

0

2

1

CMB

4

0

CHA

5

1

-2

CMD

13

-10+

BOB

0

DODGE & DEFLECT

4

STR & DEX

1

-2

COMBAT NOTES & MODIFIERS

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Deepwater Nixie (humanoid; amphibious, feykith) (CSBBB-158)

Class: Skald HD: d8; skills 4+Int Mod (ACG)

Racial Buoyancy: -15, Depth Tolerance: 1,000 feet

Weapon Prof: all simple and martial weapons

Small +1 attack; +1 AC; -1 CMB; -1 CMD; +4 Stealth

Armor Prof: Light & Medium Armor & Shields

Beast Friend: +2 Handle Animal (class skill)

Bardic Knowledge (Ex) +1/2 knowledge checks

Buoyancy Balance: can float with rising or sinking

Raging Song (3+Cha Mod rnds/day)

Cold Tolerance: +2 Fort save vs cold

Inspired Rage +1 Will, +2 Str, +2 Con, -1 AC all allies in hearing range

Feykith Magic: +2 magic checks to overcome SR

Glungs: Breathe both air and water

Nixie Magic: +1 DC of Enchantment Spells

Supernatural Speed: move at 60' (full round action)

Feykith Resistance: Immune to Sleep; +2 save vs enchantment

Keen Senses: +2 perception; Low-light Vision:

Scribe Scroll

Defender of the Vents: Resistance heat/steam 5

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS

MAX DEX

PENALTY

SPELL FAIL

TYPE

WEIGHT

ARMOR

Lesser Breastplate of the Deep

6

5

0

25

Med

15.0

SHIELD

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

short sword

+3

1d4+3

19-20/x2

P

2.0

PATHFINDER

ROLEPLAYING GAME

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

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 ☐

0

/

2,000

SPEED

20

30

2

2

DEX MOD

+

MISC MOD

HERO

SR

DR

RESISTANCES

heat/steam 5

POOL POINTS

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BAGS & CONTAINERS

№	CONTAINER			VOLUME/WEIGHT LIMIT/NOTES		WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

№	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
17.0	0.0	0.0		

## SPELLS PER DAY

	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0				

## BLOODLINES & PATRONS

BLOODLINE/PATRON

## DOMAINS

SUBDOMAIN	
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SUBDOMAIN	
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SUBDOMAIN**WIZARD SPECIALITY SCHOOL**FOCUSED |

PROHIBITED |

## SPELLS PER DAY

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

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

	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0				

## SPELLS

[illegible]