

Undertow
 CHARACTER
 Ghost Sea Horse Medium Female
 RACE & LA SIZE GENDER
 17 Chaotic Good Sun Queen (PonyCS 50)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan, Aquan

David
 PLAYER
 3'9" 262 lbs Kelp Green Blue Blue Roan
 HEIGHT WEIGHT HAIR EYES SKIN
 Cerulean Tides, Everglow (Ponyfinder CS 83)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	20	5	18	2		
CON	14	2	16	-2		
INT	12	1	12			
WIS	18	4	16	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
13	12	1	Hunter	0	7	1	2	2	0	1	
TOTAL HP			TOTALS		0	7	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

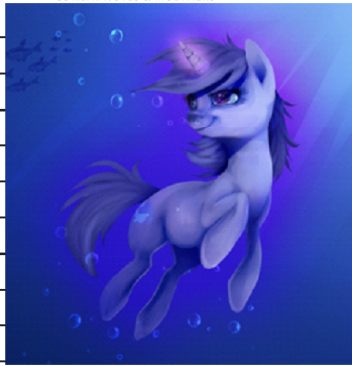
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS

	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	4		5		
* APPRAISE	INT	1		1		
* BLUFF	CHA	0		0		
* CLIMB *	STR	1		2		
* CRAFT:	INT	1		1		
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE *	DEX			5		
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST *	DEX	4		5		
* FLY *	DEX	4		5		
* HANDLE ANIMAL	CHA			0		
* HEAL	WIS	4		4		
* INTIMIDATE	CHA	0		0		
* KN: dungeoneering	INT			1		
* KN: geography	INT	5	1	1	3	
* KN: nature	INT	5	1	1	3	
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* LINGUISTICS	INT			1		
* PERCEPTION	WIS	8	1	4	3	
* PERFORM:	CHA	0		0		
* PROF:	WIS			4		
* RIDE *	DEX	4		5		
* SENSE MOTIVE	WIS	4		4		
* SLEIGHT OF HAND *	DEX			5		
* SPELLCRAFT	INT	5	1	1	3	
* STEALTH *	DEX	8	1	5	3	
* SURVIVAL	WIS	8	1	4	3	
* SWIM *	STR	5	1	2	3	
* USE MAGIC DEVICE	CHA			0		
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	7	2	5			
WILL	4	0	4			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		2		
RANGED	5	0		5		
CMB	5	0	DEX	5		
CMD	17	-10+	BOB	0	DEX	7

FEATS & FEATURES

Race: Sea Horse (fey) (PonyCS 13, Beachside Fun) Water Burst - Hydraulic Push (2/day)
 Movement: 30 ft (20 ft bipedal), 40 ft swim Remember the Depths - darkvision 30'
 Vision: Low-Light Vision Deep Visions - Blindsense 30'
 Quadraped: +4 CMD vs trip and +50% carrying capacity
 Unique Destiny: Bonus feat at 1st level
 Template: Ghost (PonyCS 66)
 Blindsense: 30' incorporeal & ethereal
 All unarmed, natural & weapon attacks are magic vs. incorporeal
 Class: Hunter (ACG) HD: d8 skills 6 + Int Mod
 Weapon Prof.: All Simple & Martial
 Armor Prof: Light & Medium & Shields
 Animal Companion: Marine Iguanas (Miz Iggles)
 Animal Focus (Su): Assume shape of animal (lvl min/day)
 frog +4 swim/acrobatics; snake +2 attack/AC for opportunity
 Nature Training (Ex): Hunter lvls count as Druid & Ranger for feats
 Wild Empathy (Ex): Improve attitude of wild animal
 Brand of Destiny: wave

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather armor	3	5	-1	15	Lt	20.0
SHIELD						

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30		40		
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
harpoon (melee)	+2	1d8+2	20,x3		P	16.0	
harpoon (range)	+5	1d8+2	20,x3	10	P		
composite long bow	+5	1d8+2	20,x3	110	P	3.0	

SPELLS PER DAY

CLASS LEVEL

BLOODLINES & PATRONS

BLOODLINE/PATRON

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0					4
15	1st	2	1	1		2
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					