PATHFINDER ROLEPLAYING GAME

Ysbryd — CHARACTER
Hebeloma — PLAYER

Naiad Werespider — RACE & LA	Medium — SIZE	Female — GENDER
170 — AGE	Chaotic Good — ALIGNMENT	Shyka — DEITY

5'6" HEIGHT | 110 lbs WEIGHT | Pale kelp HAIR | dark blue EYES | pale aquamarine SKIN

The First World — HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Common, Sylvan, Aquan

ABILITY SCORE

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

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: **6**

	HP GAINED	HD
	6	1

NONLETHAL HP DAM
TEMPORARY HP

TOTAL HP: 6 | FAVORED CLASS: Sorcerer

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Sorcerer (Chronomancer)	0	4	0	0	0	2	1
TOTALS	0	4	0	0	0	2	1

ATTACKS & DEFENSE

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	=10+	0	0	4						
TOUCH	14	=10+			4						
FLAT-FOOT	10	=10+	0	0	0						

ARMOR CHECK PENALTY: 0
MAXIMUM DEX: --
SPELL FAILURE: 0%

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	0	0	0			
REF	4	0	4			
WILL	3	2	1			

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	0	0		0		
RANGED ATTACK MODIFIER	4	0		4		
CMB	5	0	CHA	5		
CMD	14	=10+	BAB 0	DODGE & DEFLECT 0	STR & DEX 0	

COMBAT NOTES & MODIFIERS

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Naiad (Fey (water)) (B6 - 200)

Low Light Vision

Fey Nature +2 Handle Animal & Knowledge (Nature)

Inspiration: Bestowing lock of hair grants +1 Will saves, Craft & Perform

& link as status with target

Water Bond: +1 AC & save w/in 300 yd of body of fresh water; change 1/day

Advanced Template: Entothrope (Werespider) (B6-116)

Change Shape: Can assume water spider form or hybrid form

Insect Mind: +4 save vs. Mind-affecting effects

- Animal form: as Giant Water Strider (B4)

  w/ tremorsense & water skating

Animal & Hybrid form: +2 Natural AC, +2 Dex, +2 Con

2 claws (1d4+1), bite (1d2+1) & darkvision 60'

Curse of Entrothropy: Bite transmits entrothropy

Entothropic Empathy: +4 diplomacy w/ spiders

Class: Sorcerer HD: d6; skills 2+Int Mod

Weapon & Armor Prof: All simple & no armor/shields

Eschew Materials - Don't need spell components

Aquatic Bloodline (APG)

Bloodline Arcana: water spells have CL+1

& summoned aquatic/water creatures have +1 attack & dam

Dehydrating Touch - touch attack 1d6+lvl/2 dam & sickened (Cha Mod+3/day)

Archetype: Chronomancer (LotFW - 30)

Temporal Pool (lvl/2+ChaMod Points)

Forewarned - add 1d4 to Init to ally w/in 30' (1 pt)

Rewind - reprepare spell cast w/ no effect (1 pt/lvl)

SKILLS

RANKS TOTAL: 4

		TOTAL	RANKS	ABILITY	TRAINED	MISC
*☐ Acrobatics ♦	DEX	4		4		
*☑ Appraise	INT	1		1		
*☑ Bluff	CHA	9	1	5	3	
*☐ Climb ♦	STR	0		0		
*☑ Craft:	INT	1		1		
*☑ Diplomacy	CHA	5		5		
☐ Disable Device ♦	DEX			4		
*☑ Disguise	CHA	5		5		
*☐ Escape Artist ♦	DEX	4		4		
*☑ Fly ♦	DEX	4		4		
☐ Handle Animal	CHA			5		2
*☐ Heal	WIS	1		1		
*☑ Intimidate	CHA	5		5		
☐ Kn: (nature)	INT			1		2
☑ Kn: (arcana)	INT	5	1	1	3	
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Linguistics	INT			1		
*☐ Perception	WIS	1		1		
*☐ Perform:	CHA	5		5		
*☐ Prof:	WIS			1		
*☐ Ride ♦	DEX	4		4		
*☐ Sense Motive	WIS	1		1		
☐ Sleight of Hand ♦	DEX			4		
☑ Spellcraft	INT	5	1	1	3	
*☐ Stealth ♦	DEX	4		4		
*☐ Survival	WIS	1		1		
*☐ Swim ♦	STR	0		0		
☑ Use Magic Device	CHA	9	1	5	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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		30		

| INIT | 4 | = | 4 DEX MOD | + | MISC MOD |

HERO

SR | DR

RESISTANCES

POOL POINTS: 5 | Temporal

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (thrown)	+4	1d4	19-20,x2	10	P	1.0	

SPELLS PER DAY

CLASS	Sorcerer		LEVEL	1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	5	3	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	110	LONG: 400FT + 40FT / LVL	440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

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
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Charm Person - Makes one person your friend.	Enchantment					