

Surma Portaal
 CHARACTER: Undine Medium Female
 RACE & LA: 79 Chaotic Neutral
 AGE: 79 ALIGNMENT: Chaotic Neutral DEITY:
 David
 PLAYER: 5'3" 110 black blue pale blue cerulean
 HEIGHT: 5'3" WEIGHT: 110 HAIR: black blue EYES: pale blue SKIN: cerulean
 HOMELAND & BACKGROUND OCCUPATION:
 LANGUAGES: common, Aquan, Aboleth, +3 more



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	15	-2		
DEX	18	4	16	2		
CON	19	4	19			
INT	18	4	18			
WIS	18	4	16	2		
CHA	23	6	23			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
12	12	1	Medium	0	8	0	0	0	2	1	
TOTAL HP			TOTALS			0	8	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/>	ACROBATICS	DEX	4		4	
<input type="checkbox"/>	APPRAISE	INT	4		4	
<input checked="" type="checkbox"/>	BLUFF	CHA	6		6	
<input type="checkbox"/>	CLIMB	STR	1		1	
<input checked="" type="checkbox"/>	CRAFT	INT	8	1	4	3
<input checked="" type="checkbox"/>	DIPLOMACY	CHA	6		6	
<input type="checkbox"/>	DISABLE DEVICE	DEX			4	
<input type="checkbox"/>	DISGUISE	CHA	6		6	
<input type="checkbox"/>	ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/>	FLY	DEX	4		4	
<input type="checkbox"/>	HANDLE ANIMAL	CHA			6	
<input checked="" type="checkbox"/>	HEAL	WIS	8	1	4	3
<input checked="" type="checkbox"/>	INTIMIDATE	CHA	6		6	
<input checked="" type="checkbox"/>	KN: Arcana	INT	8	1	4	3
<input checked="" type="checkbox"/>	KN: Planes	INT	8	1	4	3
<input checked="" type="checkbox"/>	KN: Religion	INT			4	
<input type="checkbox"/>	KN:	INT			4	
<input type="checkbox"/>	KN:	INT			4	
<input type="checkbox"/>	KN:	INT			4	
<input checked="" type="checkbox"/>	LINGUISTICS	INT			4	
<input checked="" type="checkbox"/>	PERCEPTION	WIS	8	1	4	3
<input checked="" type="checkbox"/>	PERFORM	CHA	6		6	
<input checked="" type="checkbox"/>	PROF:	WIS	8	1	4	3
<input type="checkbox"/>	RIDE	DEX	4		4	
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	4		4	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	8	1	4	3
<input type="checkbox"/>	STEALTH	DEX	4		4	
<input type="checkbox"/>	SURVIVAL	WIS	4		4	
<input checked="" type="checkbox"/>	SWIM	STR	1		1	
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	10	1	6	3
<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	4	0	4			
REF	4	0	4			
WILL	6	2	4			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		1		
RANGED	4	0		4		
CMB	1	0	STR	1		
CMD	15	-10+	BOB	0	STR & DEX	5

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

undine (ARG-174) Medium (OA-30) HD d8
 Darkvision 60'
 Water Affinity (CL +1) for water domain spells
 Amphibious (breathe air & water) swim w/o check
 Prof: Simple weapons, lt & med armor, no shields
 Spirit (Su) hour seance, summon 1 of 6 spirits (OA-33)
 Spirit Bonus (Su) +1 bonus to some checks (OA-31)
 Spirit Surge (Su) +1d6 to d20 roll, 1 influence pt (OA-31)
 Spirit Power Lesser (Su) depends on spirit (OA-33)

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		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30					
INIT	4	=	4	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES	Cold 5					
POOL POINTS	influence points					

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR fish scale mail	5	3				
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear		1d8	x3	20	P		
dagger		1d4	19-20/x2	10	S/P		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	standard adventurer's kit		15.0
	fish scale mail		15.0
	spear		5.0
	dagger		1.0

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

TREASURE CARRIED	
%	TREASURE

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

LOADS & LIFT			
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD
51	101	152	
0	0		

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	36.0		36.0

LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
152	304	760
0	0	0

CURRENT LOAD LIGHT MEDIUM HEAVY

