

Surma Portaal

David

CHARACTER	Undine	Medium	Female	5'3"	110	black blue	pale blue	cerulean
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN	
79	Chaotic Neutral							
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION					
LANGUAGES: common, Aquan, Aboleth, Abyssal, Dark Folk, Draconic, Protean, Undercommon								



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	27	8	23		4	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
111	111	10	Medium	7	80		3	3	7	10
TOTAL HP			TOTALS							
111			7 80 0 3 3 7 10							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
AC	21	-10+	5	0	3				3		0
TOUCH	13	-10+			3						3
FLAT-FOOT	15	-10+	5	0	0						0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	3	4			
REF	7	3	4			
WILL	11	7	4			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	7		1		
RANGED	11	7		4		
CMB	8	7	STR	1		
CMD	22	-10+	B7B	0	5	

FEATS & FEATURES						
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES						
undine (ARG-174) Medium (OA-30) HD d8	Aquatic Ancestry +10 swim speed (ARG-177)					
Darkvision 60'	Hydraulic Push - blast of water knocks over 1 creature 1/day (APG-228)					
Water Affinity (CL +1) for water domain spells	Hydraulic Maneuver - Hydraulic push can disarm, blind, or trip (OA-177)					
Amphibious (breathe air & water) swim w/o check	Triton Portal - use Hydr. Push to summon small water elemental or 1d3 dolphins (OA-178)					
Prof: Simple weapons, It & med armor, no shields	Nereid Fascination - 20' rad aura fascinate humaooids for lvl/2 rnd					
Spirit (Su) hour seance, summon 1 of 6 spirits (OA-33)	- will save vs CD 10+lvl/2+Cha Mod					
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)						
Shared Seance (Su) all gain seance boon (OA-31)						
Taboo (Ex) accept spirit taboo to use surge twice (OA-31)						
Haunt Channeler (Su) - interact w/ haunt then possessed (OA-31)						
Location Channel (Sp) - call spirit who died at this location (OA-32)						
Connection Channel (Sp) call spirit who owned object (OA-32)						
Propitiation (Su) - Reduce spirit influence by 1 point						

SKILLS					RANKS TOTAL	80
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	13	2	8	3	
<input type="checkbox"/> Climb	STR	1		1		
<input checked="" type="checkbox"/> Craft	INT	17	10	4	3	
<input checked="" type="checkbox"/> Diplomacy	CHA	13	2	8	3	
<input type="checkbox"/> Disable Device	DEX			4		
<input type="checkbox"/> Disguise	CHA	8		8		
<input type="checkbox"/> Escape Artist	DEX	4		4		
<input checked="" type="checkbox"/> Fly	DEX	9	2	4	3	
<input type="checkbox"/> Handle Animal	CHA			8		
<input checked="" type="checkbox"/> Heal	WIS	17	10	4	3	
<input checked="" type="checkbox"/> Intimidate	CHA	13	2	8	3	
<input checked="" type="checkbox"/> KN: Arcana	INT	13	6	4	3	
<input checked="" type="checkbox"/> KN: Planes	INT	13	6	4	3	
<input checked="" type="checkbox"/> KN: Religion	INT	13	6	4	3	
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input checked="" type="checkbox"/> Linguistics	INT	8	1	4	3	
<input checked="" type="checkbox"/> Perception	WIS	13	6	4	3	
<input checked="" type="checkbox"/> Perform	CHA	12	1	8	3	
<input checked="" type="checkbox"/> Prof:	WIS	9	2	4	3	
<input type="checkbox"/> Ride	DEX	4		4		
<input type="checkbox"/> Sense Motive	WIS	17	10	4	3	
<input type="checkbox"/> Sleight of Hand	DEX			4		
<input checked="" type="checkbox"/> Spellcraft	INT	17	10	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	15	4	8	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR fish scale mail+3	5	3				
SHIELD						
WEAPON NAME & DESCRIPTION						
ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
trident +2, +4 vs fire	8+2	1d8+2	x3	20	P	
dagger		1d4	19-20/x2	10	S/P	

EXPERIENCE SLOW MEDIUM FAST 105,000 / 105,000

SPEED 30 / 40

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES Cold 5

POOL POINTS influence points

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					6
19	1st	4	2	2		5
20	2nd	3	1	2		4
21	3rd	3	1	2		2
	4th			2		
	5th			1		
	6th			1		
	7th			1		
	8th			1		
	9th					

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

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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			grave words - force a corpse to talk 10% chance of meaning	necromancy	1 rnd	touch	none	no	OA-172
0			guidance +1 attack, damage, save, skill	divination	1 min	touch	will	Yes	PCR-292
0			detect magic	divination	conc+1 min/l	personal	none	no	PCR-267
0			open/close	transmutation	instant	close	will	yes	PCR-317
0			read magic	divination	10 min/lvl	personal	none	no	PCR-330
0			detect psychic significance - detect psychic residue	divination	instant	40'	none	no	OA-164
1			Undine's Curse - target loses unconscious ability to breath	necromancy	1 hr/lvl	close	will	yes	ARG-179
1			sleep - 4HD sleep	enchantment	1 min/lvl	medium	will	yes	PCR-344
1			summon monster I	conjuration	1 rnd/lvl	close	none	no	PCR-350
1			murderous command - attack and kill nearest ally	enchantment	1 rnd	close	will	yes	UM-230
1			oneiric horror - believes it is attacked by creature, must attack it	illusion	1 rnd/lvl	medium	will	yes	OA-179
2			Bestow Curse - -6 ability or -4 on all rolls,	necromancy	permanent	touch	will	yes	PCR-247
2			Haste - speed+30, +1 attack, AC, extra attack	transmutation	1 rnd/lvl	close	fort	yes	PCR-294
2			Slow - speed halved, -1 attack, reflex	transmutation	1 rnd/lvl	close	will	yes	PCR-344
2			invisibility - make target (self, object or creature) invisible	illusion	1 min/lvl	touch	will	yes	PCR-302
3			Nixie's Lure - 24 HD creatures walk entranced to siren's song, over cliffs, etc, then stand still	Enchantment	conc+1 rnd/l	300'	will	yes	ARG-179
3			Deep Slumber - put up to 10 HD to sleep within 10' radius of target	enchantment	1 min/lvl	medium	will	yes	PCR-265