

PATHFINDER

CHARACTER SHEET

Character Name: Masuca

Alignment: NG

Player: Headlines

Character Level: Shaman 14

Deity: Ptan

Homeland: Osiron

Race: Undine

Size: M

Gender: F

Age: 21

Height: 4'11"

Weight:

Hair: black

Eyes: black

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR	10	0	12	1
DEX	14	2	16	3
CON	14	2		
INT	12	1		
WIS	20	5	24	7
CHA	14	2		

HP: 101 DR:

SPEED: 40 FT. SQ. FT. SQ.
 BASE SPEED WITH ARMOR
30 FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

WOUNDS/CURRENT HP:
 NONLETHAL DAMAGE:

INITIATIVE: 3 - 3 +
 TOTAL DEX MODIFIER MISC MODIFIER

AC: 34 = 10 + 10 + 5 + 3 + + 2 + 2 + 2
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL DEFLECTION ARMOR MODIFIER SPECIAL MODIFIERS

TOUCH: FLAT-FOOTED:

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier	Modifiers
FORTITUDE	8	4	2	2			
REFLEX	8	4	2	2			
WILL	18	9	7	2			

BASE ATTACK BONUS: 10/5 SPELL RESISTANCE:

CMB: 11 = 10 + 1 + + +
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

CMD: 26 = 10 + 1 + 3 + 2 + 10
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER *SIZE MODIFIER

Weapon	Attack Bonus	Critical
+1 light mace	12/17	x2
Type: B	Range: -	Ammunition: 4 lbs
		Damage: 1d6+1

on camel

Weapon	Attack Bonus	Critical
mw crossbow	14/19	14-20/x2
Type: P	Range: 80	Ammunition: 4 lbs
		Damage: 1d8

Weapon	Attack Bonus	Critical
Type:	Range:	Ammunition:
		Damage:

Weapon	Attack Bonus	Critical
Type:	Range:	Ammunition:
		Damage:

Weapon	Attack Bonus	Critical
Type:	Range:	Ammunition:
		Damage:

SKILLS

Skill Names	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
<input type="checkbox"/> ACROBATICS		=DEX	+ +	
<input checked="" type="checkbox"/> APPRAISE	10	=INT	1 + 5	+ 4
<input type="checkbox"/> BLUFF	7	=CHA	2 + 5	+
<input type="checkbox"/> CLIMB		=STR	+ +	
<input checked="" type="checkbox"/> CRAFT - clockwork	19	=INT	1 + 14	+ 4
<input checked="" type="checkbox"/> CRAFT		=INT	+ +	
<input type="checkbox"/> CRAFT		=INT	+ +	
<input checked="" type="checkbox"/> DIPLOMACY	10	=CHA	2 + 5	+ 3
<input type="checkbox"/> DISABLE DEVICE		=DEX	+ +	
<input type="checkbox"/> DISGUISE		=CHA	+ +	
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+ +	
<input type="checkbox"/> FLY		=DEX	+ +	
<input checked="" type="checkbox"/> HANDLE ANIMAL	6	=CHA	2 + 1	+ 3
<input checked="" type="checkbox"/> HEAL	15	=WIS	7 + 5	+ 3
<input type="checkbox"/> INTIMIDATE		=CHA	+ +	
<input type="checkbox"/> KNOWLEDGE (ARCANA)		=INT	+ +	
<input type="checkbox"/> KNOWLEDGE (DUNGEONING)		=INT	+ +	
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)	26	=INT	7 + 14	+ 5
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)		=INT	+ +	
<input type="checkbox"/> KNOWLEDGE (HISTORY)		=INT	+ +	
<input type="checkbox"/> KNOWLEDGE (LOCAL)		=INT	+ +	
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	24	=INT	7 + 14	+ 3
<input type="checkbox"/> KNOWLEDGE (NOBILITY)		=INT	+ +	
<input type="checkbox"/> KNOWLEDGE (PLANES)		=INT	+ +	
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	15	=INT	7 + 5	+ 3
<input type="checkbox"/> LINGUISTICS	7	=INT	1 + 6	+
<input type="checkbox"/> PERCEPTION	7	=WIS	7 +	+
<input type="checkbox"/> PERFORM - comedy	10	=CHA	2 + 8	+
<input type="checkbox"/> PERFORM		=CHA	+ +	
<input checked="" type="checkbox"/> PROFESSION - scales	12	=WIS	7 + 2	+ 3
<input checked="" type="checkbox"/> PROFESSION		=WIS	+ +	
<input checked="" type="checkbox"/> RIDE	7	=DEX	3 + 1	+ 3
<input type="checkbox"/> SENSE MOTIVE		=WIS	+ +	
<input type="checkbox"/> SLEIGHT OF HAND	7	=DEX	3 + 4	+
<input checked="" type="checkbox"/> SPELLCRAFT	18	=INT	1 + 14	+ 3
<input type="checkbox"/> STEALTH	10	=DEX	3 + 7	+
<input checked="" type="checkbox"/> SURVIVAL	24	=WIS	7 + 14	+ 3
<input checked="" type="checkbox"/> SWIM	6	=STR	1 + 2	+ 3
<input type="checkbox"/> USE MAGIC DEVICE		=CHA	+ +	

CONDITIONAL MODIFIERS:
 +4 spellcraft to identify magic items

LANGUAGES:
 Common, Aquan, Osiron, ancient
 Osiron, giant, dwarven, sphinx
 air-talking, Terran
 ...
 Remaining choices

AC ITEMS	ITEMS	TYPE	ADJUSTMENT	WEIGHT	VALUE
Crestial Armes	10	L	-2	70 lbs	
Resistor +4	5	L	-		difficult 2.5
Ring of Protection	2				
Amulet of NA	2				
TOTALS					

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1st	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2nd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3rd	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9th	<input type="checkbox"/>	<input type="checkbox"/>

GEAR	
ITEM	WT.
Cloak of Res +2	1
Headband of Wis +4	1
boots of Striding	1
belt of Dex/Str +2	1
handy haversack	5
Bedroll	5
blanket	3
Compass	.5
Crowbar	5
Flint/Steel	-
gear mend kit	2
Grooming kit	1
Shave Bowl	12
Artisan's tools (mw)	5
measuring glass	
healer's kit	1
hot weather outfit	
trail rations x30	
Caravel pack	
large tent	
Explorer's outfit	
Caravel combat	
TOTAL WEIGHT	36.5

FEATS	
Combat Casting (1st) Craft	
Woodcraft: Tools (3rd)	
Cunning (5th) Improved familiar	
(7-9) Craft Arms/Armors (10x)	
Forge Ring (9th) Craft Construct (1)	
Spell penetration (13)	

SPECIAL ABILITIES	
• Undine • Darkvision (60 ft hydrolic push 1/day) Cold Res 5	
• Traits:	
• clojure +ve (darkvision): +2 know (enchant: a) class skill	
• Spirit of Creation: +1 craft cost to mag. + force items reduced by 5%	
• For the money: +2 to mag. +1 appraise (class skill)	
Favored class: +1 SP per lv	

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0 <input type="checkbox"/>	
1st <input type="checkbox"/>	
2nd <input type="checkbox"/>	
3rd <input type="checkbox"/>	
4th <input type="checkbox"/>	
5th <input type="checkbox"/>	
6th <input type="checkbox"/>	
7th <input type="checkbox"/>	
8th <input type="checkbox"/>	
9th <input type="checkbox"/>	

38 LIGHT LOAD <input type="checkbox"/>	LIFT OVER HEAD <input type="checkbox"/>
MEDIUM LOAD <input type="checkbox"/>	LIFT OFF GROUND <input type="checkbox"/>
HEAVY LOAD <input type="checkbox"/>	DRAG OR PUSH <input type="checkbox"/>

MONEY	
CP	
SP 90	
GP 9204	
PP	

EXPERIENCE POINTS	NEXT LEVEL

wand of burning hands
1st 50 ch

Effigy of Anubis

Corset of Vishkanya 1 lb
mythopoeic spray 2 lb

Armband of the golden serpent 3 lbs Arm slot
(touch spells don't provoke attacks of opportunity)

Crown of the Falcon head

+2 insight to AC, 3/day immediate action correct
spell to ray 1d4 per level of spell

Ring of Energy Shield

5 fire res, 1 per day negate fire spell and
get elemental aura

spell focuses/companions

4 pieces of ivory 50gp each

increase x15 (each piece worth 25)

increase x10 (each piece worth 15)

SR CL + 2
 CL traits = 4

Channel:
 3 per day 7 d6

SHAMAN
 Caster Level **14**

SPIRIT

Life

1	Detect undead	heal	6
2	lesser rest	greater rest	7
3	no-um	no-um	8
4	restoration		9
5	breath of life		

Channel

Level 8 Healer's Touch

Level 16

Level 20

SPIRIT ANIMAL

Level 3 Deliver touch spells through your spirit animal

SPELLS

Spell Save DC	Spells per day	Base Spells	Bonus Spells
17	0	4	
18	1	6 +1	
19	2	6 +1	
20	3	6 +1	
21	4	5 +1	
22	5	4 +1	
23	6	4 +1	
24	7	3 +1	
	8	+1	
	9	+1	

Spell Save DC = 10 + WIS + Spell Level

WANDERING SPIRIT

Level 4 Minor illusions

Level 12 Automatic Writing

Level 20

Level 6 Bard + glimmer

Level 14 Confusion Curse

PREPARED SPELLS

- 0 read magic
- light
- Chill touch
- 1 Nature's Path
- Positive Pulse
- Read Weather
- Restoration, lesser
- 2 Necrotasis
- Shield Companion
- Flame Blade
- Remove Disease
- 3 Stricken heart
- Create Passages
- Remove Eldritch Wilderfaces
- 4 positive pulse, greater
- Restoration
- 5 Sending
- Conditional Curse
- Flame Strike
- 6 Cold iron fetters
- Can making worm
- cle's form
- Enlightened sleep
- 7 wither limb
- raise dead
- Primal Regression
- umbral strike
- Regeneration
- 8
- 9

KNOWN HEXES

Heal no: Cure mod 1 per day

Per creature

Enhanced Cures: healing spells to x8 + lv

Felsh: Craft Arms/Weapons

bonus to +4 spells cast to identify arcs

Flight: Feather fall at will, levitate 1/day, fly min per ch

Life link: 1 creature per lv/w/in

0 - all domains below

- 1. one
- 2. identify
- 3. touch
- 4. legend
- 5. lore
- 6. contact other plane
- 7. vision

Prankster or coward

FAMILIAR: ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name: Normous Creature Type: Construct Weight: 10 lb Height: 2 ft Hit Points: 12 Rank: 1

Skills: Acrobatics (dex) 3, Climb (dex) 3, Escape Artist 3, Fly 3, Perception 18, Sense Motive 1, Stealth 23, Survival 11, Swim (dex) 4, Bluff (comedy) 12, Perception 14, Sleight of hand (knave) 15, Knave (knave) 15, Knave (knave) 7

Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR 10		0	
DEX 14	10	3	
CON 10		0	
INT 12	14	1	2
WIS 13		1	
CHA 11		0	

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT
 Ring of Protection -1
 Cloak of Res +1
 Ring of Protection -1
 Ring of Protection -1
 Ring of Protection -1

FEATS & SPECIAL ABILITIES
 Construct - has light vision.
 Dexterity 60 ft.
 Athletics increased
 Initiative, light vision
 Weapon finesse
 Advice: grants master +8 on ft.
 Use magic device
 Talent: (stabilize) (low)
 Autonomous limb
 Improved Dirty Trick
 Glib comedy
 Greater actor friend

TRAINING
 Advice: grants master +8 on ft.
 Use magic device
 Talent: (stabilize) (low)
 Autonomous limb
 Improved Dirty Trick
 Glib comedy
 Greater actor friend

HIT POINTS Records: 43 hp
 Dying Stable Non-lethal Unconscious

COMBAT
 Initiative: 9 = 3 + 6
 Base Attack: 9
 Basic Speed: 30 ft sq
 Swim Speed: 50 ft sq
 Fly Speed: 50 ft sq
 Climb Speed: ft sq
 Burrow Speed: ft sq
 Temp Speed: ft sq

COMBAT MANOEUVRES
 Combat Maneuvre: 10 = Base Attack + 3 - 2 + 0
 Dodge Modifier: 3 - 2 + 0
 Deflection Modifier: 3 - 2 + 0
 Dodge Modifier: 3 - 2 + 0

DEFENCE
 AC: 23 = 10 + 0 + 3 + 2 + 2 + 1 + 9 - 2 + 0
 Armour Class: 20 = 10 + 3 + 1 + 2 + 2 + 10
 Flat-footed: 20 = 10 + 1 + 1 + 2 + 2 + 10
 Touch AC: 28 = 10 + 3 + 1 + 2 + 2 + 10

SAVING THROWS
 Fortitude: 4 = 0 + 4 + 0
 Reflex: 10 = 3 + 4 + 2
 Will: 8 = 0 + 8 + 0

COMBAT ABILITIES
 DR 5: Adamant, no cold fire
 Res 10, weakness light mag
 Perfect ft
 Fast healing (high)

ATTACKS
 Bite: Range - ft - sq, Attack Bonus 12, Damage 1d3, Critical x2
 Acid Glove: Range 30 ft sq, Attack Bonus 12, Damage 1d6, Critical x2
 Idle effect

EFFECTS
 (spread word change 200 acid)
 (spread word change 200 acid)
 (spread word change 200 acid)