CHARACTER	PLAYER
Sidalwa	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Triton	Medium	Female	6'0"	180 lbs	dark blue	torquoise	light blue

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
20	Lawful Good	Gozreh, The Wind and the Waves	Ivory Sea

LANGUAGES: Aquan, Common

PATHFINDER ROLEPLAYING GAME

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

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

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 13

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 13

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	1	Kraken Slayer (Paladin)	1	2	1	2	0	2	1
FAVORED CLASS		Paladin	TOTALS	1	2	1	2	0	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	=10+	9	0	0			2			
TOUCH	10	=10+			0						
FLAT-FOOT	21	=10+	9	0	0			2			

ARMOR CHECK PENALTY	0
MAXIMUM DEX	1
SPELL FAILURE	35%

COMBAT NOTES & MODIFIERS

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

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	6	1			5		
RANGED ATTACK MODIFIER	1	1			0		
CMB	6	1	STR		5		
CMD	16	=10+	BAB 1	DODGE & DEFLECT 0	STR & DEX 5		

SKILLS

RANKS TOTAL TRAINED: 2

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ♦	DEX	0		0		
☆ ☐ Appraise	INT	0		0		
☆ ☐ Bluff	CHA	4		4		
☆ ☐ Climb ♦	STR	5		5		
☆ ☐ Craft:	INT	0		0		
☆ ☑ Diplomacy	CHA	8	1	4	3	
☐ Disable Device ♦	DEX			0		
☆ ☐ Disguise	CHA	4		4		
☆ ☐ Escape Artist ♦	DEX	0		0		
☆ ☐ Fly ♦	DEX	0		0		
☑ Handle Animal	CHA			4		
☆ ☑ Heal	WIS	0		0		
☆ ☐ Intimidate	CHA	4		4		
☑ Kn: nobility	INT			0		
☑ Kn: religion	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
☆ ☐ Perception	WIS	0		0		
☆ ☐ Perform:	CHA	4		4		
☑ Prof:	WIS			0		
☆ ☑ Ride ♦	DEX	0		0		
☆ ☑ Sense Motive	WIS	4	1	0	3	
☐ Sleight of Hand ♦	DEX			0		
☑ Spellcraft	INT			0		
☆ ☐ Stealth ♦	DEX	0		0		
☆ ☐ Survival	WIS	0		0		
☆ ☐ Swim ♦	STR	5		5		
☐ Use Magic Device	CHA			4		
☐	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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Triton - Outsider (water) (BotS-14)
Darkvision 60'; Low Light Vision
Natural Armor: +2; move 5'; swim 40'
Summon Sea's Ally II (Sp) e.g. small water elemental, 1d3 dolphins (1/day)
Class: Paladin HD: d10 skills: 2 + Int Mod
Archetype: Kraken Slayer (BotS-15)
Weapon Prof: all simple and martial
Armor Prof: Light, Medium & Heavy armor & shields
Aura of Good (Ex) - apparent to detect good; power=lvl
Detect Evil (Sp) - w/in 60' (at will)
Smite Deepest Evil (Su) + Cha Mod attack & AC, + lvl dam;
as evil water/aquatic only +2*lvl dam & bypass DR (1/day)

Power Attack -1 attack for +2 damage

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	5		40		

INIT 0 = 0 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Plate of the Deep	9	1	0	35	Hvy	25.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
trident	+6	1d8+7	20,x2	10	P	4.0	
greatsword	+6	2d6+7	19-20/x2		S	8.0	

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Plate of the Deep			
	- max dex 3; no penalty; weight half			
	trident			
	greatsword			

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	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
37.0	0.0	0.0		37.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
133	267	400		400	800	2000
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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