Tekoura Hebeloma gold 5'10" Apsara Medium Female 145 lbs black black RACE & LA

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AGE GENDER EYES SIZE HEIGHT WEIGHT HAIR Naderi, the Lost Maiden Embaral Ocean
HOMELAND & BACKGROUND OCCUPATION Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKO	GROUND OCCUPAT	ION			_	00	ROI	EPI	LANY	1000	G G	AM		C
LANGUAGES: Common, Celestial, Aquan, Draconic, Aboleth	th						Origin	al by Neceros.	Modified	d by abell	ius@yal	hoo.com.	Version	1.0.2012	
		IITPOINT	<b>'</b> S				CI /	ASS RE	CORI	DER					
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEN		ENT HP	HP GAINED	HD			NAME		BAB	SKILL	FC HPS		REF	WILL	LEVELS
STR 10 0 10	<b></b>	^	9	1	0	cean's E	cho (Orac	cle)	0	7	1	0	0	2	1
DEX 16 3 14 2	1	()													
CON 12 1 12	<u> </u>														
	NONLETHAL														
INT 16 3 16	HP DAM TEMPORARY		+												$\vdash$
wis 10 0 10	HP	TOTAL	10	FAVORE	)	Oragla		TOTALS	0	7	1	0	0	2	1
CHA 20 5 18 2	<u> </u>	TOTAL HI	10	CLASS		Oracle		TOTALS	U	1	-	0	U		
ABILITY SCORE &	┥┌──	CONDITIONS	& MISCELLANEOUS 1	RACKING						SKIL	LS TAL R	ANKS A		TOTAL	7 MISC
RACIAL NOTES						*	■ ACROBATI	cs •	D		3	ANKS A	3	KAINED	
	KS & DEFENSE SIZE DODGE NATURA	AL DEFLECT	MISC TEMP				APPRAISE				3		3		
AC 19 =10+ 6 0 3	TO TOO		TEMP	ARMO	R CHECK		☑ BLUFF ☐ CLIMB •			_	5		5		
		┦├──┼		] ] ,	PENALTY	*	CRAFT:			_	3		3		
<b>TOUCH</b> 13 =10+	L	_ <u>  </u>			DEX		<b>☑</b> DIPLOMA				5		5		
<b>FLAT-FOOT</b> 16 = 10+ 6 0 0					SPELL FAILURE	25%	■ DISABLE D ■ DISGUISE			HA :	5		5		
			OMBAT NOTES & M	DDIFIERS			ESCAPE AI			_	3		3		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	MISC TEMP						☐ FLY •			_	3		3		
<b>FORT</b> 1 0 1			700	100			HANDLE A	ANIMAL		HA (IS	+		5		
REF 3 0 3				10	130		☑ HEAL ☑ INTIMIDA	TE		_	9	1	5	3	
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WILL 2 2 0					Cold		KN: plane			NT .	7	1	3	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SI	SIZE MISC			1/3	200		☑ KN: religion ☑ KN: nature			NT .	,	1	3	3	
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ATTACK MODIFIER	===						□ Kn:			NT	$\bot$		3		
ATTACK MODIFIER 3			14.8				■ LINGUIST ■ PERCEPTION			NT VIS		-	3 0		
CMB         5         0         CHA         5			160				■ PERFORM:			_	9	1	5	3	
CMD 13 =10+ BOB DODE ST 3 & DE DE DE CT DE ST 3 & DE DE DE CT D			-		1/2		<b>☑</b> Prof:		W	vis	工		0		
TO TOT TO BENEET DEX	———		_				RIDE +			_	3		3		
FEATS	& FEATURES						SENSE MO			OEX .	1	1	3	3	
CLASS FEATURES, RACIAL TR	RAITS, FEATS, AND CHARACTE						SPELLCRA		1	NT .	7	1	3	3	
Race: Apsara (Humanoid: Aquatic, Merfolk) (CSBBB-1	17) Feat: Extra	a Revelation	n				STEALTH •	•		_	3		3		
Racial Buoyancy -0; Depth Tolerance: 1000 feet							□ Survival □ Swim •			VIS (	1	1	0		
Fast Swim Speed: swim 50 ft; land 5 ft							USE MAG	IC DEVICE		на	<u> </u>	•	5		$\neg$
Darkvision 60'	1						<b>-</b>		STR						
Minor Metamorphosis - change shape; gain ability (1 min/lvl) (1/da	dav)						) ]		STR	$\perp$	+				
Celestial Resistance: acid 5, cold 5, electricity 5							_		STR	-	_		_		
·							<b>-</b>		STR		ightharpoonup				
Class: Oracle HD: d8; skills 4+Int Mod (APG)								110W A 2:	STR	400.000		DANUTE E		T04/::=	
Archetype: Ocean's Echo (BotS-12)							MARK A 🗖 TO S * SKII	LL CAN BE USE	D UNTRAI	INED 4	ARMOR	RANKS GA	ENALTY	APPLIES	BUNUS.
Weapons Prof: All Simple Weapons							EXPE	RIENCE	<sub>st 0</sub> [		0	/		2,000	
Armor Prof: light & medium armor, and shields				_	_	_	ME	rA.		BASE	FLY	$\overline{}$	$\overline{}$	CLIMB	MISC
Mystery: Heavens (APG)	<del></del> -						SPEED			5	L	5	0		
Oracle's Curse: Powerless Prophecy: gain uncanny dodge; staggered first	t rnd					i	INIT	3	3 7	= [	3	DEX MOD	<u>+                                    </u>		MISC
Revelation DC=10+lvl/2+Cha Mod = 17									<b>=</b>			MOD			MOD
							HERO								
Interstellar Void (Su): deal 1d6/lvl cold dam 1 foe w/in 30' (1/da							SR			DR					
Coat of Many Stars (Su): +4 AC (1 hr/lvl/day)	Uncanny D	Uncanny Dodge (Ex): cannot be caught flat-footed							cid 5,	cold	5. ele	ectrici	tv 5		
							RESISTA		O,		., 510		., .		
ARMOR	R & WEAPONS	AC BONUS M	AX DEX PENALTY	SPELL FAIL	TYPE	WEIGHT	POOL PO	INTS							
ARMOR Lesser Breastplate of the Deep		6	5 0	25	Med	15.0									
NAMOR .		-				<del>  </del>									
SHIELD															
WEAPON NAME & DESCRIPTION	ATTACK MODIF	IERS	T T	MAGE		CRITICAL	RANGE	TYPE	WEIGH	$\overline{}$		АММС	& NOTE	S	
crystal dagger (melee)	+0		1	d4		19-20/x	_	S	1.0	_					
crystal dagger (ranged)	+3		1	d4		19-20/x	2 10	Р	1.0						

	FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES  NAME USES/DAY												
	NAME			USES/DAY	USED				N	AME					USES/DAY	USED
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╙	- no max; no penalty; half weight	$\bot$				┨┝										
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╙	crystal dagger	$\perp$				┦┞										
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	ONTAI	NER						
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н	ADBAND:	SIL	VER						Ш							
Ĺ	NECK:	COF	PPER									LOA	DS &	LIFT		
	RING:								LIGH	T I	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		100	C	ARRIE	ED WE	IGHT		33	1	67	100	N	100	200	500
SH	DULDERS:		OR &	CURRENC	Y EQU	JIPMENT	MISC	TOTAL	0		0	'	MODIFIED LOAD	0	0	0
Г	WRIST:	17	7.0	0.0		0.0		17.0	CURR	ENT LO	DAD	LIGHT 🗹	М	EDIUM 🗖	HEAV	vy 🗆
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	SPELLS PER DAY							BLOODLINES & PATRONS							SPELLS PER DAY										
CLASS	Oracle LEVEL 1						BLOODLINE/P	ATRON			CL	.ASS					LEVE	L	٦						
		<i>(</i> F)			ABILITY	l	SPELLS	_	BLOODLINE/P	ATRON					,	,			ABILITY		SPELLS	_			
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CLOSE: 25FT + SFT / 2 LVL	25		MEDIU 100FT 10FT /	+ LVL 11	0	LONG: 400FT + 40FT / LVL	440	)			25F 5FT / 3	T + 2 LVL	25	100FT + 10FT / LVL 100			LONG: 400FT + 40FT / LV	400							
SPEL		OTAL	CLAS	2 ABILI	тү отн	ER CUR	RENT POIN	TS	PROHI	ż				C	PELL	TOTAL	CLA	55 AB	пыту отн	ER CU	JRRENT POINT	ıs			
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LEVEL I	PREP	USED						NAM	IE & DESCRIPTION		SPELL	.S	schoo		DI	IRATION	RAN	IC.	SAVE	SR	REFERENCE				
0	REP	OSED	Creat	e Wate	er - Cre	eates 2	gallons		vel of pure	water.			Conjura		50	RATION	KAI	.02	SAVE	J. K	REFERENCE	-			
0			Detect Magic - Detects spells and magic items within 60 ft.										Divinat	ion											
0			Read Magic - Read scrolls and spellbooks										Divinat	ion											
0			Guida	nce - T	ouched	d creatu	re gains	s +1	on one atta	ck roll,	saving throw,	or skill check.	Divinat	ion											
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1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).										Conjura									_			
1			Summon Sea's Ally - Summons sea creature to fight for you.  Doom - One subject takes -2 on attack rolls, damage rolls, saves, and								and chacks	Conjura									_				
'			Doon	1 - 0116	- Subje	Ct takes	5 -2 011	all	ack rolls, ue	illage	5 10115, Saves,	and checks.	Necrom	апсу								_			
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