

## Samaritha

**Female Serpentfolk Wizard 6 (Serpentfolk +5) - CL11 - CR 9**

Chaotic Good Monstrous Humanoid; Deity: **Ydersius**; Eyes: **Green**; Hair: **Red**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	20	+5	
<b>CON</b> CONSTITUTION	16/18	+3/+4	
<b>INT</b> INTELLIGENCE	19	+4	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+11 =	+3	+4	+2	+2		
<b>REFLEX</b> (DEXTERITY)	+13 =	+6	+5	+2			
<b>WILL</b> (WISDOM)	+13 =	+9	+2	+2			

<b>Immunity to Mind-Affecting attacks</b>	<b>Immunity to Poison</b>
<b>Immunity to Paralysis</b>	<b>Spell Resistance (21)</b>

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 24 =	+4		+5		+3	+2		

<b>Touch AC</b> 17	<b>Flat-Footed AC</b> 19
	BAB Strength Size Misc

<b>CM Bonus</b> +7 =	+8	-1	-	-
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<b>CM Defense</b> 24 = 10	BAB Strength Dexterity Size	+8	-1	+5	-
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<b>Base Attack</b>	+8	<b>HP</b>	95
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<b>Initiative</b>	+9	Damage / Current HP
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<b>Speed</b>	30 ft
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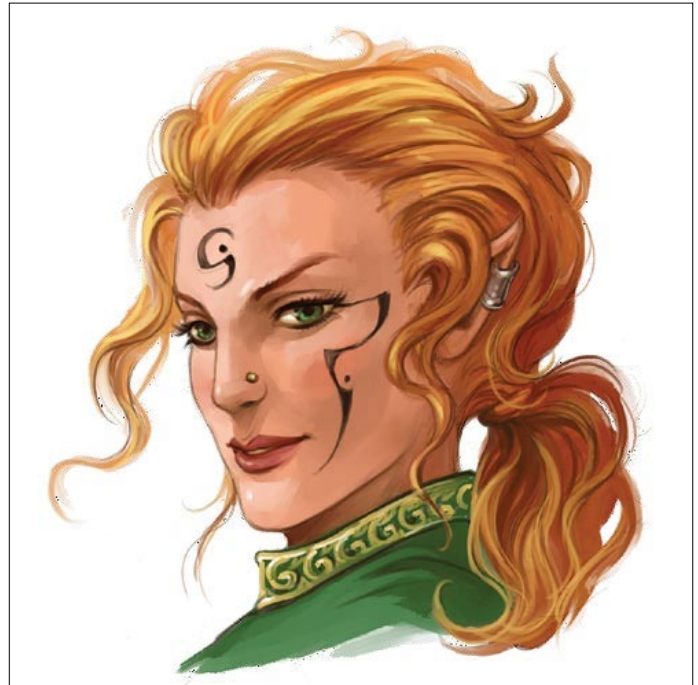
### Bite (Serpentfolk)

Main hand: **+8, 1d6-1** Crit: x2  
Light, B/P/S

### Masterwork Dagger

Main hand: **+14/+9, 1d4-1** Crit: 19-20/x2  
Rng: 10'  
Light, P/S

Ranged: **+14/+9, 1d4-1**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+10</b>	DEX (5)	5	
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Magnifying glass:</b> +2 circumstance bonus for small or highly detailed items when using a magnifying glass				
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>-1</b>	STR (-1)	-	
<b>Diplomacy</b>	<b>+6</b>	CHA (3)	3	
<b>Disguise</b>	<b>+18</b>	CHA (3)	5	
<b>Escape Artist</b>	<b>+18</b>	DEX (5)	5	
<b>Fly</b>	<b>+10</b>	DEX (5)	2	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (arcana)</b>	<b>+17</b>	INT (4)	10	
<b>Knowledge (dungeoneering)</b>	<b>+10</b>	INT (4)	3	
<b>Knowledge (geography)</b>	<b>+8</b>	INT (4)	1	
<b>Knowledge (history)</b>	<b>+13</b>	INT (4)	6	
<b>Knowledge (local)</b>	<b>+8</b>	INT (4)	1	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (4)	3	
<b>Knowledge (religion)</b>	<b>+10</b>	INT (4)	3	
<b>Linguistics</b>	<b>+10</b>	INT (4)	3	
<b>Perception</b>	<b>+10</b>	WIS (2)	5	
<b>Profession (sailor)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>+5</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+7</b>	WIS (2)	5	
<b>Spellcraft</b>	<b>+17</b>	INT (4)	10	
<b>Stealth</b>	<b>+9</b>	DEX (5)	1	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+10</b>	STR (-1)	3	

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Use Magic Device</b>	<b>+14</b>	CHA (3)	7	

## Feats

### Craft Wand

You can create magic wands.

### Cypher Magic

Gain bonuses to caster level when using scrolls

### Great Fortitude

You get a +2 bonus on all Fortitude saving throws.

### Improved Initiative

You get a +4 bonus on initiative checks.

### Scribe Scroll

You can create magic scrolls.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Spell Focus (Transmutation)

Spells from one school of magic have +1 to their save DC.

### Varisian Tattoo (Transmutation)

Spells from chosen school gain +1 caster level.

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

### Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

## Gear

### Total Weight Carried: 5/80lbs, Light Load (Light: 26lbs, Medium: 53lbs, Heavy: 80lbs)

Abacus	2 lbs
Black enameled writing set	-
Bracers of armor +1	1 lb
Cloak of resistance +2	1 lb
Fine designer shoes	-
Hat of disguise	-
Magnifying glass	-
Masterwork Dagger	1 lb
Ring of protection +2	-
Ring of swimming	-
Scroll of - Add custom scroll -, Black Tentacles	-
Scroll of - Add custom scroll -, Expeditious Retreat,	-
Scroll of - Add custom scroll -, See Invisibility	-
Wand of - Add custom wand -, Lightning Bolt	-
Wand of - Add custom wand -, Ray of Enfeeblement	-
Wand of magic missile	-
Wand of magic missile	-

## Special Abilities

### Abjuration

You must spend 2 slots to cast spells from the Abjuration school.

### Arcane Bond (Wand of magic missile) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality.

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### Illusion

You must spend 2 slots to cast spells from the Illusion school.

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Physical Enhancement +2 (Constitution) (Su)

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this

### Poison (DC 16) (Ex)

Poison—Injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

### Telekinetic Fist (7/day) (Sp)

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use

### Telepathy (100 feet) (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although

### Transmutation

Transmuters use magic to change the world around them.

## Spell-Like Abilities

Blur (1/day) (Sp)	<input type="checkbox"/>
Disguise Self (humanoid form only) (At will) (Sp)	
Dominate Person (1/day) (Sp)	<input type="checkbox"/>
Mage Hand (3/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Major Image (1/day) (Sp)	<input type="checkbox"/>
Mirror Image (1/day) (Sp)	<input type="checkbox"/>
Suggestion (1/day) (Sp)	<input type="checkbox"/>
Ventriloquism (At will) (Sp)	

## Tracked Resources

Action Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Bond (Wand of magic missile) (1/day) (Sp)	<input type="checkbox"/>
Masterwork Dagger	<input type="checkbox"/>
Telekinetic Fist (7/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of - Add custom wand -, Ray of Enfeeblement	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## Languages

Aklo	Necril
Azlanti	Orvian
Common	Undercommon

## Languages

Draconic

Varisian

## Spells & Powers

### Wizard Spell DC: 14 + spell level

CL: 6 (vs. SR: +6, Concentration: +10)

Melee Touch +13 Ranged Touch +13

Maximum Wizard spells per day: 4/\*x0; 4x1; 4x2; 3x3

Wizard 0: Acid Splash, Detect Magic, Message, Light

Wizard 1: Animate Rope, Enlarge Person (DC 16), Alter

Winds (DC 16), Mage Armor, Ray of Enfeeblement (DC 15)

Wizard 2: Rope Trick, Daze Monster (DC 16), Whispering

Wind, Scorching Ray, Knock

Wizard 3: Slow (DC 18), Fireball (DC 17), Fly, Fly

## Background

HL Bug - Sam's poison should have a save DC of 18.

### Cover Identity:

Samaritha is a young half-elf woman with wavy red hair and a few Varisian tattoos on her face and neck. Samaritha came to Riddleport intrigued by the Cyphergate Riddle and harboring hopes of becoming a full-fledged cyphermage. She met the PCs and became embroiled in their shenanigans. She eventually became a Cyphermage but several iterations of problematic leadership have put her on the lam with the PCs.

### Real Identity:

Samaritha is a serpentfolk from the Darklands, but not the usual evil plotting type - she is good-natured, intrigued by surface worlders, and faithful to Ydersius' more benevolent pre-decapitation self.

She is seeking out knowledge from places on the surface that most of her kin eschew, most recently with the Cyphermages. She has also fallen in love with Serpent.

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