

Samaritha

Female Serpentfolk Wizard 4 (Serpentfolk +5) - CL9 - CR 7

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

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	17/18	+3/+4	
INT INTELLIGENCE	19	+4	
WIS WISDOM	15	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+2	+4		+2		
REFLEX (DEXTERITY)	+10 =	+5	+5				
WILL (WISDOM)	+10 =	+8	+2				

Immunity to Mind-Affecting attacks	Immunity to Poison
Immunity to Paralysis	Spell Resistance (19)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20 =	+1		+5		+3	+1		

Touch AC 16	Flat-Footed AC 15
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CM Bonus	BAB	Strength	Size	Misc
+6 =	+7	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
22 = 10	+7	-1	+5	-

HP	Total	Damage / Current HP
74		

Base Attack +7	Initiative +5
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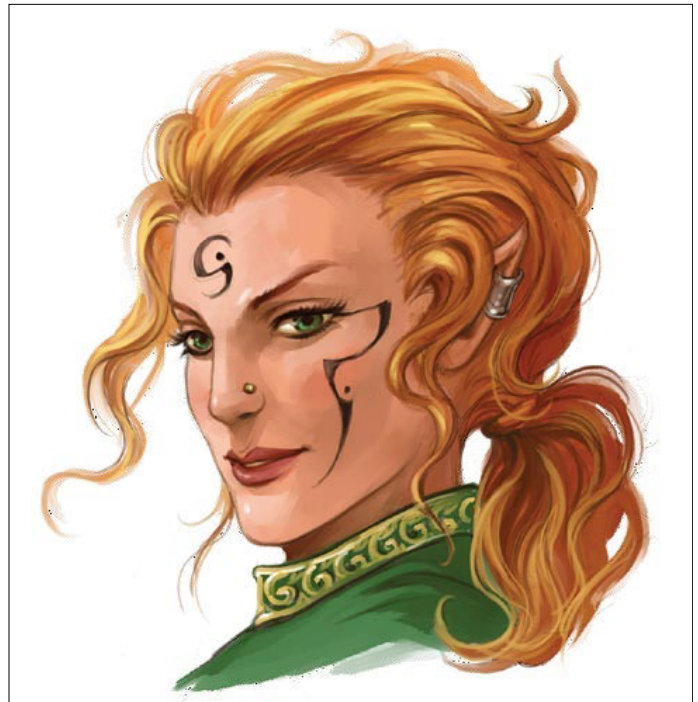
Speed 30 ft

Bite (Serpentfolk)

Mainhand: **+7, 1d6-1** Crit: 20/x2
Light, B/P/S

Masterwork Dagger

Mainhand: **+13/+8, 1d4-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+13/+8, 1d4-1** Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (5)	-	
Appraise	+4	INT (4)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (-1)	-	
Diplomacy	+6	CHA (3)	3	
Disguise	+13	CHA (3)	7	
Escape Artist	+21	DEX (5)	5	
Fly	+9	DEX (5)	1	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (3)	-	
Knowledge: Arcana	+15	INT (4)	8	
Knowledge: Dungeoneering	+10	INT (4)	3	
Knowledge: Geography	+10	INT (4)	3	
Knowledge: History	+12	INT (4)	5	
Knowledge: Local	+9	INT (4)	2	
Knowledge: Religion	+9	INT (4)	2	
Knowledge: The Planes	+10	INT (4)	3	
Linguistics	+9	INT (4)	2	
Perception	+10	WIS (2)	5	
Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+18	INT (4)	8	
Stealth	+5	DEX (5)	-	
Survival	+2	WIS (2)	-	
Swim	+5	STR (-1)	3	
Use Magic Device	+18	CHA (3)	8	

Gear

Total Weight Carried: 4/80lbs, Light Load (Light: 26lbs, Medium: 53lbs, Heavy: 80lbs)

Abacus	2lbs
Artisan's Outfit (Free)	-
Black enameled writing set	-
Bracers of Armor, +1	1lb
Fine designer shoes	-
Hat of Disguise	-
Magnifying glass	-
Masterwork Dagger	1lb
Ring of Protection, +1	-
Wand of Magic Missile	-

Feats, Traits & Flaws

Great Fortitude

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

Scribe Scroll

You can create magic scrolls.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus: Spellcraft

You get a +3 bonus on all checks involving that skill.

Spell Focus: Transmutation

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

Varisian Tattoo: Transmutation (4/day)

+1 caster level for spells from one school, 0-level spell like ability.

Weapon Finesse

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack

Wizard Weapon Proficiencies

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

Special Abilities

Abjuration

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

Bonded Object: 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

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.

Physical Enhancement +1: 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 bonus to a

Poison: Bite—Injury (DC 18) (Ex)

You have a poison attack.

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 maintaining

Transmutation

Transmuters use magic to change the world around them.

Experience & Wealth

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

Spell-Like Abilities

Blur (1/day) (Sp)	<input type="checkbox"/>
Disguise Self (At will) (Sp)	
Dominate Person (1/day) (Sp)	<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"/>
Bonded Object: 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"/>
Varisian Tattoo: Transmutation (4/day)	<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"/> <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"/>

Languages

Aklo	Necril
Azlanti	Undercommon
Common	Varisian
Draconic	

Spells & Powers

Wizard Spell DC: 14 + spell level

Melee Touch +6 Ranged Touch +12

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

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

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

Reduce Person (DC 16), Mage Armor, Ray of

Enfeeblement (DC 15)

Wizard 2: Scorching Ray, Levitate, Daze Monster (DC 16), Rope Trick

Background

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 several weeks ago, intrigued by the Cyphergate Riddle and harboring hopes of becoming a full-fledged cyphermage. Unfortunately, no cyphermages were taking apprentices when she arrived, so she has come to the Gold Goblin to apply as a waitress.

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.