

ISABELLA "INKSKIN" LOCKE

CREATURE 7

CE

MEDIUM

HUMANOID

HUMAN

converted by VaranSL

Perception +11

Languages Aquan, Common

Skills Athletics +13 (+15 to Swim), Crafting +12, Deception +15, Intimidation +17, Nature +11, Sailing Lore +13

Str +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +6

Blood Magic Elemental energy surrounds her. Either gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 bludgeoning damage per spell level. If the spell already deals bludgeoning damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Moto Tattoo (magical) Moto is a tattoo familiar and can spend two actions to transform from a sea snake (lv0 sea snake, PB2 p.245) to a tattoo on Isabella while touching her, or transform from a tattoo to a sea snake that appears within 5 feet of Isabella.

Items Brine's Sting (+1 *striking rapier*, see below), daggers, wooden false teeth with hidden compartment containing poison needle, treasure map tattoo

AC 23; **Fort** +13, **Ref** +15, **Will** +17

HP 82

Speed 25 feet

Melee ♦ dagger +13 [+9/+5] (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ♦ dagger +13 [+9/+5] (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Melee ♦ rapier +14 [+9/+4] (deadly d8, disarm, finesse), **Damage** 2d6+6

Primal Spontaneous Spells DC 29, attack +21 ; **4th** *fly, freedom of movement, hydraulic torrent* (3 slots); **3rd** *aqueous orb, lightning bolt, fireball* (bludgeoning damage, water trait), *slow* (4 slots); **2nd** *deafness, obscuring mist, resist energy, summon elemental* (4 slots); **1st** *burning hands* (bludgeoning damage, water trait), *grease, hydraulic push, pummeling rubble* (4 slots); **cantrips (4th)** *detect magic, light, produce flame* (bludgeoning damage, water trait), *ray of frost, read aura*

Sorcerer Bloodline Spells 2 Focus Points, DC 29 , attack +21; **3rd** *elemental motion*; **1st** *elemental toss* (bludgeoning damage, water trait);

Isabella is an agent of the sea devils found in Mancatcher Cove. Her familiar, Moto, is often found as a tattoo on her, rarely making itself known.

Brine's Sting / Item 6

Magical / Necromancy

Price 240 gp

Usage held in 1 hand Bulk 1

This +1 *striking rapier* is slim with a hilt guard in the shape of a writhing purple sea snake. On a critical hit, the target must succeed at a Fortitude save against your class DC or be sickened 1 until the end of your next turn as salty brine drips into the wound. This is in addition to the weapon's normal critical specialization effect.