

Ariel Grimsby

Female undine shaman 12 (speaker for the past)

CG Medium humanoid/outsider (human, native)

Init +11 (may roll thrice); **Senses** darkvision 60 ft.; Perception +22

Languages Aquan, Common

DEFENSE

AC 30, touch 20, flat-footed 25 (+8 armor, +5 deflection, +5 Dex, +2 shield); spirit shield

hp 98 plus *greater false life* (12 HD)

Fort +12, **Ref** +13, **Will** +20

Immune drowning; **Resist** cold 5

OFFENSE

Speed 30 ft. (6 squares), swim 30 ft.

Melee +1 *guided quenching dagger* +16/+11 (1d4+9/19-20) or
+1 *guided quenching quarterstaff* +16/+11 (1d6+8 plus *hydraulic push*^{APG})

Ranged +1 *guided quenching dagger* +16 (1d6+9/19-20)

Special Attacks fluid master (6d4, 3/day), hexes (chant, fetish, fortune, misfortune, water sight), wave strike 1d6+6 (5/day)

Spell-Like Abilities (CL 12th; Concentration +19)

1/day – *hydraulic push*^{APG}

Shaman Spells Prepared (CL 12th; Concentration +19)

6th (4/day) – *antilife shell*, *cone of cold*, *coral wall* (as *wall of stone*), *fluid form*^{APG S}

5th (5/day) – *breath of life*, *control winds*, *dominate person*, *geyser*^{APG S}, *telekinesis*

4th (5/day) – *control water*, ~~*greater false life*~~^{UM}, *restoration*^M, *slowing mud*^{ACG}, *wall of ice*^S

3rd (7/day) – *bestow curse*, *blindness/deafness*, *heroism* (2), *stinking cloud* (2), *water breathing*^S

2nd (7/day) – *barkskin*, *fog cloud* (2), *hold person* (2), *slipstream*^{APG S}, *spiritual weapon*

1st (7/day) – *bless*, *coral shield* (2, as *stone shield*^{ARG}), ~~*endure elements*~~, *hydraulic push*^{APG S}, *wave shield*^{ACG} (2)

0 (4/day) – *create water*, *detect magic*, *guidance*, *mending*

S Spirit Magic Spell; **Spirit** waves

STATISTICS

Abilities Str 8 (–1), Dex 20 (+5), Con 14 (+2), Int 12 (+1), Wis 24 (+7), Cha 14 (+2)

Base Atk +9; **CMB** +8; **CMD** 28

Feats Ability Focus (misfortune), Craft Staff, Craft Wondrous Item^B, Forge Ring, Improved Initiative, Spirit Talker, Spiritual Guardian

Skills Knowledge (nature) +16, Perception +22, Spellcraft +16 (+20 to identify magical items), Swim +23 (may take 10), Survival +22, Use Magic Device +17; **Racial Modifiers** +8 Swim

SQ hydrated vitality, mostly human, mysteries of the past, revelations of the past (phantom touch, spirit shield, temporal celerity), spirit magic, traits (reactionary, river rat)

Combat Gear focus components (*contingency*), material components (*restoration* [500gp worth]), *wand of cure light wounds* (50 charges); **Other Gear** *belt of incredible dexterity* +4 (doubles as chain belt), *cloak of resistance* +5, *headband of inspired wisdom* +4, holy symbol, *pearls of power* (1st 4, 2nd 3), *ring of force shield*, *ring of protection* +5, seashell jewelry (worth 250gp), spell component pouch, *staff of weather* (doubles as a +1 *guided quarterstaff* with undine weaponshaft), tender (233gp)

Encumbrance light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 60 lb.; **Weight Carried** 9 lb. 1 oz. (excluding tender)

SPECIAL ABILITIES

Chant (Su) You can chant as a move action. Any creature within 30 feet that is under the effect of your fortune or misfortune hex has that effect's duration extended by 1 round.



Contingencies/Ongoing Spells You have cast the *contingency* spell upon yourself. If ever targeted or caught in the area of a spell or effect that deals energy damage, you become subject to a *protection from energy* spell against the incoming energy type. This effect comes into effect fast enough to prevent some or all of the incoming damage. Effects that cause energy damage, but don't specifically target you (such as deliberately walking into a fire), do not activate this contingency. The following spells are also regularly active upon your person: *endure elements* and *greater false life*. All ongoing spell effects function at 12th-caster level (and thus require a DC 23 caster level check to dispel) and their effects are included in the above stats where appropriate.

Fetish (Ex) You receive Craft Wondrous Item as a bonus feat and gain a +4 insight bonus on Spellcraft checks to identify magic items.

Fluid Mastery (Su) You gain a swim speed equal to your base land speed, as well as the ability to breathe underwater. In addition, you can unleash a torrent of ice and water from your hands in a 15-foot cone as a standard action. This torrent deals 1d4 points of cold damage per 2 shaman levels you possess, and pushes affected creatures back 5 feet directly away from you. A successful Reflex saving throw halves the damage and negates the push. You can use this ability three times per day, but you must wait 1d4 rounds between uses.

Fortune (Su) You grant a creature within 30 feet a bit of good luck for 2 rounds. The target can call upon this good luck once per round, allowing it to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. The target creature must decide to use this benefit before the first roll is made. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Hydrated Vitality You gain fast healing 2 for 1 round anytime you submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as an artificial pit or a *bag of holding*) does not activate this ability. You can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Misfortune (Su) You cause a creature within 30 feet to suffer grave misfortune for 2 rounds. Anytime the creature attempts an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Mostly Human You appear almost human, and possess the humanoid (human) type and subtype in addition to your normal type and subtype (native outsider).

Mysteries of the Past You gain Linguistics, Knowledge (history), Knowledge (local), Perception, and Use Magic Device as class skills. Also, you add the spells from the ancestor and time oracle mysteries to your class spell list.

Phantom Touch (Su) As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to ½ your shaman level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Reactionary You gain a +2 trait bonus on initiative checks.

River Rat You gain a +1 trait bonus on damage rolls with a dagger and a +1 trait bonus on Swim checks. Swim is always a class skill for you.

Spirit Magic You can spontaneously cast a limited number of spells per day beyond those you prepared ahead of time. You have one spell slot per day of each shaman spell level you can cast, not including orisons. You can choose these spells from the list of spells granted by your spirits at the time you cast them. You can enhance these spells using any metamagic feat that you know, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

Spirit Shield (Su) You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +8 armor bonus. You can use this shield for 1 hour per day per shaman level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Temporal Celerity (Su) Whenever you roll for initiative, you can roll three times and take any of the results. You can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds).

Water Sight (Su) You see through fog and mist without penalty as long as there is enough light to otherwise allow you to see normally. You can use scrying, with any calm pool of water that's at least 1 foot in diameter as the sole focus. You can use this ability for a number of rounds per day equal to your shaman level, but these rounds do not need to be consecutive.

Wave Strike (Su) As a standard action, you can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6 points of nonlethal damage + 1 point for every 2 shaman levels you possess and is pushed 5 feet directly away from you. This movement does not provoke attacks of opportunity. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Additionally, any melee weapon you wield is treated as if it had the *quenching* special ability.