

## Finra (undine guard)

### Undine fighter 4 - CR 3

Neutral Good Outsider (Native); Age: 74; Height: 5' 4";  
Weight: 140 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	15	+2	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5	=	+4	+1			
<b>REFLEX</b> (DEXTERITY)	+4	=	+1	+3			
<b>WILL</b> (WISDOM)	+1	=	+1				

Bravery: +1 vs. fear

#### Energy Resistance, Cold (5)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	19	=	+4	+2	+3				
<b>Touch AC</b>	13								
<b>Flat-Footed AC</b>	16								
<b>CM Bonus</b>	+6	=	+4	+2	-	-			
<b>CM Defense</b>	19	=	10	+4	+2	+3	-		

	Total	Damage / Current HP
<b>HP</b>	36	
Grazed	27	Critical 9
Wounded	18	Disabled 0 to -1
<b>Base Attack</b>	+4	

<b>Initiative</b>	+7
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<b>Speed</b>	30 ft
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#### Dagger

Main hand: +6, 1d4+2 Crit: 19-20/x2  
Rng: 10'  
Ranged: +7, 1d4+2 Light, P/S

#### Longsword

Main hand: +7, 1d8+2 Crit: 19-20/x2  
Both hands: +7, 1d8+3 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+0	DEX (3)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	+3	STR (2)	1	
<b>Craft (weapons)</b>	+5	INT (0)	2	
<b>Diplomacy</b>	+2	CHA (2)	-	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+0	DEX (3)	-	
<b>Fly</b>	+0	DEX (3)	-	
<b>Handle Animal</b>	+6	CHA (2)	1	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+7	CHA (2)	2	
<b>Perception</b>	+0	WIS (0)	-	
<b>Ride</b>	+0	DEX (3)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+0	DEX (3)	-	
<b>Survival</b>	+4	WIS (0)	1	
<b>Swim</b>	+13	STR (2)	1	

#### Feats

Aquatic Combatant  
Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Cleave  
Improved Initiative  
Martial Weapon Proficiency - All  
Power Attack -2/+4  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Weapon Focus (Longsword)

#### Special Abilities

Bravery +1 (Ex)  
Darkvision (60 feet)  
Swim (30 feet)

#### Spell-Like Abilities

Hydraulic Push (1/day)



### Shortbow

Ranged, both hands: **+7, 1d6**

Crit: x3  
Rng: 60'  
2-hand, P

### Experience & Wealth

Current Cash: **234 gp**  
Reputation: **Fame: 6, PP: 6, 100 miles.**

### Chain shirt

**+4**

Max Dex: +5, Armor Check: -1  
Spell Fail: 20%, Light

### Heavy wooden shield

**+2**

Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield

### Gear

**Total Weight Carried: 49.7/200 lbs, Light Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Chain shirt	25 lbs
Dagger	1 lb
Flight arrows x20	0.15 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Longsword	4 lbs
Money	4.68 lbs
Shortbow	2 lbs

### Tracked Resources

Dagger ☐

Flight arrows ☐☐☐☐☐ ☐☐☐☐☐  
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### Languages

Aquan

Common

### Sourcebooks Used

- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Flight arrows (weapon)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Undine (race)
- **Melee Tactics Toolbox / Ultimate Wilderness** - Aquatic Combatant (feat)