

## Ganjas Wataris

Female nagaji kineticist (overwhelming soul) 1, Grand Lodge faction - CR 1/2  
 True Neutral Humanoid (Reptilian); Deity: **Nalinivati**; Age: **26**; Height: **6' 5"**; Weight: **220lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	10	0	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2	=	+2				
	Jungle Resilience: +2 trait bonus vs. poison, Resistant: +2 vs. mind-affecting effects and poison						
<b>REFLEX</b> (DEXTERITY)	+5	=	+2	+3			
	Resistant: +2 vs. mind-affecting effects and poison						
<b>WILL</b> (WISDOM)	+0	=					
	Resistant: +2 vs. mind-affecting effects and poison						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	18	=	+4	+3	+1				

	Total	BAB	Strength	Size	Misc
<b>Touch AC</b>	13				
<b>Flat-Footed AC</b>	15				

	Total	BAB	Strength	Dexterity	Size
<b>CM Bonus</b>	+0	=	-	+0	-

	Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	13	=	10	+0	+3

<b>Base Attack</b>	+0	<b>HP</b>	9
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	Initiative	Speed	Damage / Current HP
	+3	30 ft	

### Dagger

Main hand: **+0, 1d4** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+4, 1d4+1** Light, P/S

### Sickle

Main hand: **+0, 1d6** Crit: x2  
 Light, S, Trip

### Water Blast (Sp)

Ranged: **+4, 1d6+6** Crit: N/A  
 Rng: 30'  
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Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+5	DEX (3)	1	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+4	CHA (4)	-	
<b>Climb</b>	-2	STR (0)	-	
<b>Diplomacy</b>	+8	CHA (4)	1	
<b>Disguise</b>	+4	CHA (4)	-	
<b>Escape Artist</b>	+1	DEX (3)	-	
<b>Fly</b>	+1	DEX (3)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+4	CHA (4)	-	
<b>Perception</b>	+6	WIS (0)	1	
<b>Ride</b>	+1	DEX (3)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+1	DEX (3)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+2	STR (0)	1	

### Feats

Armor Proficiency (Light)  
 Point-Blank Shot  
 Simple Weapon Proficiency - All

### Traits

Jungle Resilience  
 Sacred Touch

### Special Abilities

Burn 1/round (1 nonlethal/burn, 3/day)  
 Gather Power (Su)  
 Kinetic Blast (Sp)  
 Low-Light Vision  
 Mental Prowess (Su)  
 Mind Over Matter (Ex)  
 Pushing Infusion  
 Resistant (Ex)  
 Serpent's Sense (Ex)  
 Water Blast (Sp)

### Spell-Like Abilities

Basic Hydrokinesis (At will) (Sp)

### Lamellar (leather) armor

**+4**

Max Dex: +3, Armor Check: -2  
Spell Fail: 20%, Light

### Experience & Wealth

Experience Points: **0/3**  
Current Cash: **32 gp**  
Grand Lodge: **Fame: 0, PP: 0**

### Gear

**Total Weight Carried: 29/100 lbs, Light Load**  
**(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Dagger	1 lb
Lamellar (leather) armor	25 lbs
Money	0.64 lbs
Potion of cure light wounds	-
Sickle	2 lbs
Traveller's outfit (Free)	-

### Tracked Resources

Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>

### Languages

Common

Draconic